
MUTANT MANIA!
GENERATION X KICKS INTO GEAR!
THE CROW!
ON THE BIG SCREEN AT LAST!
NEAL ADAMS!
MAINTAINING CONTINUITY!
COLLEEN DORAN!
IS THERE LIFE AFTER ZERO HOUR?
FUTURE SHOCKS!
WHAT'S AHEAD FOR THE COMIC BOOK INDUSTRY?
NUMBER THIRTEEN • JULY, 1994
$3.95/$5.25 Canada
HERO
ILLUSTRATED
B·CHANG & ORDWAY

THE DEATH
AND RETURN OF
SUPERMAN™
THE VIDEO GAME
FROM SUNSOFT®
COMING IN AUGUST

© 1994 Sun Corporation of America. All Rights Reserved. TM & © 1994 DC Comics.

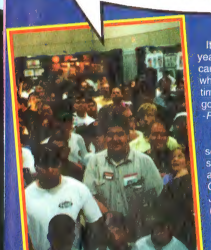


MALIBU COMICS™ ULTRVERSE® and PRIME® are registered trademarks of Malibu Comics Entertainment, Inc.
All other characters depicted are trademarks of Malibu Comics Entertainment, Inc.




IT'S NOT A TEAM-UP.
IT'S ARMAGEDDON.
LAKE OF FIRE
BATMAN PUNISHER
O'NEIL KITSON PASCOE
MARVEL COMICS

HERE WE ARE NOW, ENTERTAIN US...



It's one year later, and hopefully a year wiser for *HERO*. Steve Darnall came to me with an editorial idea which I felt should be addressed in time for the convention season. Be good to each other.
-Frank Kurtz, Editor

During the last two months, it seems like every magazine under the sun has had a few words to say about the tragic suicide of Kurt Cobain, either to eulogize him as the John Lennon of his generation (which is total crap for a number of reasons, not the least of which is Lennon didn't shoot himself) or to castigate him as a spoiled brat who was wasting our time to begin with (which is also total crap for a number of reasons, not the least of which is "Smells Like Teen Spirit").

In the rush to provide explanations or excuses (some of which have genuine credibility and merit), there's one point that people seem to have overlooked. Rock 'n' roll is, by implication, a young person's business. That's not to say that people haven't grown up—and grown old—playing it, but rare is the 50-year-old rocker who can command a wide audience without being denounced as an old fart or a sell-out (Eric Clapton for Michelob, anyone?). To many of us who grew up during the punk era, it doesn't take much to erase your credibility (including circumstances beyond your control, like massive success), and once it's gone, forget it. It's entirely possible that Kurt Cobain's suicide came from the fear that his success would not only be fleeting, but would cause him to be rejected by the one community that had shown genuine acceptance for him in the first place.

Whether or not such a fear was in any way responsible for Kurt Cobain's suicide, it's something that comic book fans might want to think about. Like music fans, comic book fans are a group that can—and do—make their presence felt in the lives of professionals. As this is a business that depends to a great extent on fan response (the music business does to a certain extent, but they also have the ability to bribe radio stations for airplay), that means the comic book audience can wield a fair amount of power when it's allowed to. By the way, did you know that with great power comes great responsibility?

What does that mean exactly? For fans, it can translate into something as simple as this: the next time you see something that really disappoints you—whether it's the direction of your favorite book or the successful career path of someone that only you used to like (often referred to in music as "R.E.M. Syndrome")—it wouldn't hurt to remember that the person you're dealing with is a human being, who put genuine time and effort into the project you're decrying and who probably doesn't like being told "Your stuff sucks" or "You sold out" any more than you do.

I'm not trying to imply that every comic book pro who's ever received criticism is this close to pulling the trigger. On the other hand, people do sometimes, and then we can only wonder...

Steve Darnall
Senior Editor

HERO ILLUSTRATED

June, 1994
Volume 1, Number 12
A WARRIOR PUBLICATIONS PERIODICAL

PUBLISHER
Steve Harris
ASSISTANT PUBLISHER
Marc Camron
EDITOR
Frank Kurtz
SENIOR EDITOR
Steve Darnall
ASSOCIATE EDITORS
John Benton, Don Butler, Joe Fielder, Joe Funk, Rob Holly, Mike Stokes, Brian Wenberg, Scott Grenke
CONTRIBUTING WRITERS
Paul Grant, Andy Mangles, Mystery Fan Boy, Mark Nelson, Steve Smith, Mike Tiefenbacher.
ART DIRECTION
Jim Cordano, Jull McMeekin, Mike Reisel
PRODUCTION
Colleen Bastien, **Production Manager**
Dave McCracken, **Production Assistant**
Jennifer Whitesides, **Managing Copy Editor**
Gayle Schneider, Jo-El M. Damen, Mary Hatch, **Copy Editors**
John Born, **Ad Coordinator**
HERO-800 NETWORK
COMIC STORE LOCATING SERVICE
1-800-321-HERO (4376)
CUSTOMER SERVICE (Subscribers Only)
(708) 268-2498
WARRIOR PUBLICATIONS, INC.
Steve Harris, President
Mike Riley, Vice President of Operations
Mark Mann, Chief Financial Officer
Mark Kaminky, Vice President/General Counsel
John Danovich, Marketing Manager
Dave Marshall, Circulation Manager
Cindy Kerr, Director of Promotions
Kim Koval, Promotions Coordinator
Ron Pringle, Promotions Art Director
Harvey Wasserman, Newsstand Director
Peter Walsh, Newsstand Manager
John Stanford, Manufacturing Director
Ken Williams, Systems Coordinator
ADVERTISING
Eisenberg Communications Group, Inc.
(310) 824-5297
Jon Yoffie, National Advertising Manager
Suzanne Farrell, Ad Coordination Manager
Cynthia Corey, Advertising Coordinator
DISTRIBUTED BY:
WARNER PUBLISHING SERVICES, INC. AND SENDAI DIRECT DISTRIBUTION.

Hero Illustrated (ISSN #1070-2644) is published monthly by Warrior Publications, 1920 Highland Ave.,Suite 222, Lombard, IL 60148. Application to mail at Second Class Postage rates pending at Lombard, IL and additional mailing offices. Subscription rates for U.S., $29.95, Canada and Mexico $39.95, and all others by air mail only, $100.00. Single issue rates: $3.95. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to: **Hero Illustrated, P.O. Box 1613, Lombard, IL 60148-8613.** The editors and publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Warrior Publications, Inc. Copyright © 1994. Warrior Publications, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. All copyrights and trademarks are the property of the companies.
Printed in Canada **APPLIED FOR ABC MEMBERSHIP**

'94 FLAIR

FLAIR PRESENTS THE MARVEL UNIVERSE
INAUGURAL EDITION

MARVEL COMICS



drool here

© 1994 Marvel Entertainment Group, Inc. All rights reserved. Produced and distributed exclusively by Fleer Corp. ©1994 Fleer Corp.

HERO ILLUSTRATED

Issue 13
July 1994

CONTENTS

HERO FEATURES:

46 IT'S THE END OF THE WORLD AS WE KNOW IT...

And I feel fine: how will the information superhighway affect the comic book industry, and who's prepared to find out? *HERO* looks ahead in a special report!

52 25 YEARS AT THE SINK!

As Kitchen Sink celebrates its silver anniversary, founder (and now industry mogul) Denis Kitchen looks back at what a long, strange trip it's been.

58 SPOTLIGHT ON: NEAL ADAMS

Everyone knows he's one of the most important artists in comic book history—himself included—but can he still make sense out of Continuity?

64 THE TASTE OF A NEW GENERATION X

Is there life after Claremont? Apparently so, judging by the continued popularity of the X-books! Now, Lobdell, Nicieza, and company talk about how *Generation X* will change the lives of the merry mutant marching society!

70 IT'S CROW-TACULAR!

James O'Barr's Crow has had a long and tortured past, especially when he tried to get his vision down on film. *HERO* looks at the twisted path that's taken *The Crow* from comic book to cinema stardom.

74 THE *VICTORY* TOUR

Keith Giffen and Kurt Busiek: Your mission, should you choose to accept it: make Jack Kirby's last creations as vital and exciting as all his others. This blurb will destruct in 15 seconds.

76 THE *SCUD* STUD

Rob Schrab talks about his cartoon world where assassins come from vending machines, and why John Malkovich should care.

78 COLLEEN DORAN'S *DISTANT* FUTURE

The creator, writer, artist, and publisher of *A Distant Soil* talks about why she loves self-publishing and why she won't miss *Valor*.



This month's cover comes to us from the young and personable Bernard Chang, with inks by the lovely Jerry Ordway. Socko, man!

HERO DEPARTMENTS:

16 HERO NEWS
—Axis Comics: D.O.A?

22 HERO REVIEWS

34 HERO INSIDER

38 IN THE WORKS

80 PENCILS TO INKS

86 HERO FACT FILES
—This month: Doomsday and Mantra!

92 READER COVER ART

96 HOLLYWOOD HEROES

102 ANIME ACTION PLUS

104 GO FIGURE
—Are you ready for the *Reign of the Supermen* action figures?!?

109 MEGATON MAN

110 THE BLACKBALL SUNDAY PAGE

111 HERO PRICE GUIDE

162 THE FINAL WORD
—Keith Giffen on those writers who belong in his "must-have" file.

Quote of the month:

"Nothing lasts forever—except poetry readings."

—Scott Thompson

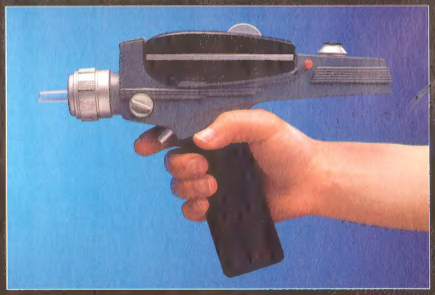




At last, the U.S.S. Enterprise™ NCC-1701 will be able to lock onto your signal with this replica of the Classic Communicator.™ Every detail from the original Star Trek® TV show is captured in this special Collector Series edition, from the Emergency indicator and flip-up design of the metalized antenna grill to the three sounds including Communicator Opening, Hailing and High Frequency.

GET YOUR HANDS ON A CLASSIC.

No matter how dangerous the mission, you'll always be confident with this Collector Series Classic Phaser™ from the original Star Trek® TV show. Its working beam emitter and Stun and Higher Setting sounds make this special collector edition the equipment of choice for landing parties exploring alien territory.



COLLECTORS SERIES EDITION

CLASSIC STAR TREK®

Playmates

TM & © 1994 Paramount Pictures. All Rights Reserved. STAR TREK is a registered trademark of Paramount Pictures.

LETTERS TO THE EDITOR

Love us? Hate us? *Write* us! Send your thoughts to: **LETTERS TO THE EDITOR, *HERO ILLUSTRATED*, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.**

Is He Strong? Listen, Bud...

Dear *HERO* and Andy Mangels,

A quick "Thank You" for the mention in your March issue [*HERO* #9]. I am *the* Scott Leva mentioned who was strongly considered for the role of Spider-Man back in 1987. As I understand it, the main reason Cannon pushed the Spider-Man project back was due to financial problems resulting from the poor showings of *Masters of The Universe* and *Superman IV*.

Even though it doesn't do wonders for my career, I believe what happened to have been for the best. I feel that Spidey couldn't be in better hands than Mister James Cameron's. I understand that Stan Lee likes the first draft of the script, and that he wasn't too pleased with a lot of the early stories handed in before Mr. Cameron came on board. I would still love to play the role of course, but whatever happens I truly believe that this will be a dynamic picture. I'm looking forward to it.

—Scott Leva
Universal City, CA.



Would this man make America forget Nicholas Hammond? You be the judge.

You've got a good attitude, Scott. Thanks for writing and best of luck.

No Apathy Here!

Dear *HERO*,

I've been through issue #11 my customary six times now, and I want to take some some time to comment. As always, I thoroughly enjoyed the issue, starting right from Frank Kurtz's editorial. I recently decided that I will stop talking about my story ideas and will write and submit, write and submit, write and submit. I've wasted more than 15 years telling myself what great ideas I have, but I just blew off doing anything about it. Mr. Kurtz, I've gotten off my butt.

The next thing I'd like to comment on is the letter from Bryan Fowler. When I first glanced through *HERO* #1 I too thought: "Hey, this is a *W*Z*RD* rip-off!" Then I actually read the issue. On closer inspection I found a similar format with much more informative content. The information in *HERO* is more recent, more useful and presented in a more balanced and professional manner. I guess Andy Mangels must have seen this too. As far as Bryan's swipe at "Pencils To Inks": I am not an artist, but I really enjoy "Pencils To Inks" because of the education it gives me. I feel I can see the mechanics of good art and offer constructive, intelligent commentary to editors of my favorite books. This installment touched on one of my pet peeves, artists who draw the same facial expression no matter what the situation. An artist who is skillful in facial expressions can make the writer's job easier. There are few things that annoy me more than words on a comic page where a properly drawn image would better stress the point. There is far too much of that in this visual market.

I was very pleased with "The Writing Game." I learned a lot about what some pro writers do and realized that everyone has a different approach and that what I'm doing is O.K! Peter David had some good tips; I always enjoy hearing from him. No one in comics does character development better. He really seems to be able to portray a character's personality quickly and simply. I would like to see a *HERO* piece with him on how to get a character's attitude and point of view across without filling the page up with words.

There is a lot to like each month in *HERO*, but I don't want to comment on it all here. The single item that had me thinking the most was "The Final Word." Jim Shooter really dug in deep this time. I agree that there does seem to be a lack of integrity in the industry. I believe this may be in part because of money. People have started earning BIG bucks in comics relatively recently. This was never the case before. The industry is beginning to parallel Hollywood when movie people started raking in huge salaries and the symptoms that Mr. Shooter described in his editorial began plaguing the motion picture industry. The comic book world of today is rapidly becoming Hollywood. I'm very concerned with where the industry will go from here. I'm afraid that much of what Mr. Shooter described is here with us to stay.

—Charles B. Rhoades
Harpursville, NY

Let me take issue with one part of your very nice letter. With no disrespect intended toward anyone, honor has never exactly been a strong suit



TM & © 1994 MTV Networks, a division of Viacom International Inc. All Rights Reserved.

© 1994 Fleer Corp., Mt. Laurel, NJ 08054

CONTEST WINNERS UPDATE

HERO #1:
CONTEST #107 (*Nexus* #1): DAVID MUNIER, PEORIA, AZ
HERO #2:
LETTER ART (*HERO* #1 Platinum (Signed)): A. CASTRILLO, NEW YORK, NY
CONTEST #128 (*Marvel Superheroes* #12): CHRISTOPHER ANDERSON, LEVANT, ME
HERO #6:
LETTER ART (*IRON MAN* #1): CLIO LARA, TEMPLE, TX
LETTER ART (PLAT *ALIEN*): BILL CHEN, PRINCETON JCT, NJ
LETTER ART (PLAT *Q-UNIT*): AMY NEWMAN, RHOENIX, AZ
COVER ART (*FANTASTIC FOUR* #12): TOM JOHNSON, GILETTE, WY
COVER ART (PLAT *BADMAN*): CHRIS FOURNIER, MILFORD, CT
COVER ART (PLAT *Q-UNIT*): BENJIE COLOMA, SACRAMENTO, CA
COVER ART (PLAT *BATMAN/GRENDEL*): ROB SACCHETTO, SUDBURY, ONTARIO
COVER ART (PLAT *ALIEN*): SEAN SABLE, VENICE, FL
GO FIGURE (HORIZON CREATURE KIT): Y MUI, GRAND BLANC, MI; S. KAUTMAN, DUBUQUE, IA; D. ACUNA, LENNOX, CA; J. HUNT, ELLIOT, ME; J. SPAULDING, LEVANT, ME; J. MUNJAK, LENEXA, KS
CONTEST #176 (*Marvel Fanfare* #15): Bryon Cummings, Hartford, MI
CONTEST #177 (*Star Trek Next Generation* #1): Neal Gardner, Elk City, OK
CONTEST #178 (*Star Wars* #1): Rogelio Gazga, Chicago, IL
CONTEST #179 (*Superman* #423): Jim King, Rosenberg, TX
CONTEST #172 (*Flaming Carrot* #1): Paul T Morgan, Chicago, IL
CONTEST #173 (*Incredible Hulk* #368): Joseph Ecker, Hitchcock, TX
CONTEST #169 (*Avengers* #263): Jake Jarecki, New Berlin, WI
CONTEST #170 (*Bone* #1): Anthony Conn, W Union, OH
CONTEST #171 (*Dragon Force* #1): Chris Pagnani, Ocean City, NJ
CONTEST #175 (*Magnus Robot Fighter* #1): D. Valentine, Tulsa, OK
HERO #7:
COVER ART(*Iron Fist Set*): Mario Nocne, Indianapolis, IN
LETTER ART (Plat *Madman*): Bill McEvoy, Rowland Heights, CA
LETTER ART (Plat *2099*): Bennett A. Syverson, Blanchardville, WI
HERO #8:
GO FIGURE (HULK KIT): Mark Keach, Merced, CA; Jeff Douglas, Tampa, FL; Jason Geyer, Lubbock, TX; Richard Ferrazzano, Lodi, NJ; Curtis Brown, Freeport, NY
SPOTLIGHT-UPDATE!!
After months of scouring the dictionaries of the world, the *HERO* Loves Sergio "contest is over, and we have a winner! Congratulations to Ed Dyens of Bellevue, WA, whose initial list totaled a remarkable 1277 words! He wins an original sketch from Sergio Aragones—provided he can top all 1277 words in a sentence.

of the comic book industry—just ask Jerry Siegel and Joe Shuster. They found out some 50 years ago that there was plenty of money to be had in comics. They also found out—the hard way—that they weren't going to have it.

You weren't the only one to take exception with the remarks of young Mr. Fowler in HERO *#11, although you were one of the most genteel about it. To wit:*

Fowl-er Than Thou

Dear *HERO*,

I've just finished reading Bryan Fowler's letter and I can't stop laughing! What the hell is his problem? Eating too much Fruit 'n' Fiber? You know what that can do to your digestive system, or in this case, your brain.

—*Victor Sinclair*
Winston-Salem, NC

Hey guys and gals,

First off, I want to thank you for putting out a great magazine. Can you take constructive criticism? Put the Top Ten back in. Don't give your special issues a special high price and give less pages. Lastly, don't print letter from people like Bryan Fowler, who wrote a lengthy letter of what was wrong with your magazine and spelled "compliment" wrong. As my mother used to say, "Don't tell me my clothes are dirty until you wash your windows." Until you become an image commercial, make mine *HERO!*

—*Demetrius A. Crofts*
Sergeant, USMC
Jacksonville, NC

The First Amendment High Jinks Continue!

Dear *HERO*,

I pick up *HERO* #10 and what do I find? Mindless listings of 50+ so-so comics that are so HOT HOT HOT that everyone should run out and buy them immediately? Nope. Instead I find reviews and synopses that allow the reader to decide "Hey, this might interest me." Thank you. It's nice to know that there is a magazine that appeals to those with an IQ above 10. Sure it is the fan's fault if they fail for the mindless coercion that is present in a few other magazines, but at least you're not adding fuel to the fire.

And just when I'm all pleased—lickety-split!—I find an anime related article! Wonderful! These are usually taboo to comic mags for some unknown reasons, but even small articles like the one I found can be a real treat. Please make it a regular part of your magazine if it's not already, because there are a growing number of fans out there and it's good to acknowledge them once in a while.

About the censorship issue: I don't agree with censorship in any form, but perhaps a rating system on uncensored titles could be equitable if done properly. That way people could finally stop blaming the comics, video games, and television and put the blame on the parents. It's not an issue about sex or violence, it's an issue about maturity. Take a look at anime and manga style comics that range in maturity level from "kiddie" to "adult" and where nudity isn't necessarily linked to sex in any way (not to say that there is no censorship there—I'll just have to get to that later perhaps?). Anyway, arguing back and forth about this is akin to beating a dead horse. Remember a man once said "Actions speak louder than words."

—*Randy Navarro, Jr.*
Pembroke Pines, FL

Labeling comics might convince some people that the fault doesn't lie with the comics. On the other hand, it might convince other people that the ones doing the labeling aren't being nearly strict enough, and that it's time for some real *censorship.*

Again, let's look at the music business: when the major record labels agreed to put warnings on certain records, they were, in effect, saying, "Yes, you're right. There is something harmful here. This label will protect you from the potentially harmful thing inside." Well, that's all some folks needed to hear. Such news didn't placate them; rather, they began picketing record stores until they agreed never to stock albums which possessed such warnings (including, of all things, Frank Zappa's Jazz From Hell*—an album composed entirely of* instrumentals*). "Who watches the watchmen," indeed.*

What's So Funny?

Dear *HERO*,

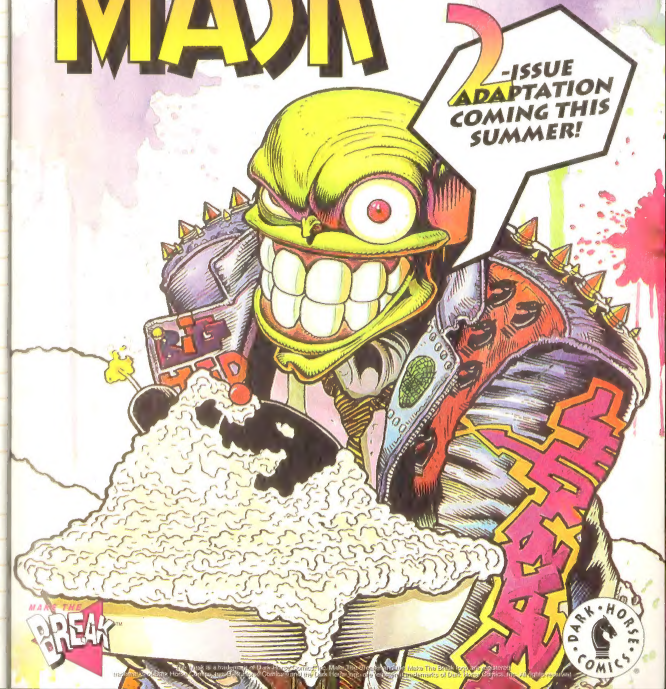
Before I start criticizing you guys, I do want to state that I got interested in comics due to one

THE NEXT BEST THING TO GETTING WHACKED IN THE HEAD WITH A GIANT WOODEN MALLET!

THE MASK™

MAKING HOLLYWOOD SAFE FOR COMIC-BOOK CHARACTERS!

4-ISSUE ADAPTATION COMING THIS SUMMER!



DARK HORSE COMICS

thing: *HERO ILLUSTRATED*. Last June I picked up a copy of *HERO* #1. I loved it! I read the magazine cover to cover three times. It was colorful, exciting and original! It had cool Top Ten Lists, "Reader Roundtable" and "Focus On." It was as if a bunch of fans decided to start a magazine with a non-organized attitude. It was great. It's now issue #11 and I've noticed a big change. *HERO* is becoming a *Wizard*. You guys got rid of the creative ideas and are in the process of conforming. I've noticed this ever since issue seven or eight. Where did all the cool top ten lists go? And "Reader Roundtable"? What about the satire and sarcasm? I still buy my *HERO* once a month, but my excitement wears off a bit each time I buy an issue.

—Jason Carroll
Rochester, NY

You liked "Reader Roundtable"? So you're the one.

Waiting For Barry

Dear *HERO*,

Regarding your review of my *Fury* comic [*HERO* #10]: the writer of the review stated the "sole reason" for this comic to exist was to "negate the 'alien origin' of SHIELD."

Well, that was one of the reasons—and one that editor Ralph Macchio felt very strongly about—but it was hardly the "sole" reason for the comic to exist.

The primary reason for *Fury* was to give an origin to SHIELD—something the organization never had before. SHIELD was in business for at least a few months before Nick Fury came aboard. We've never seen the original director of SHIELD—he's never appeared before *Fury* #1. Other purposes of the *Fury* comic: 1)To show the origin of Hydra, which hasn't been told for about 20 years; 2) To explain how all the major Nazi bad guys survived World War 2; 3) To make sense out of conflicting origins of Nick's evil brother, Scorpio; 4) To show how Nick *really* lost his eye; 5) To bring Tony Stark back to SHIELD in a big way. Tony was kind of like Q to Nick's James Bond. Now Tony is back working with SHIELD again, though in a much more behind-the-scenes way; 6) To include a completely

PSYCHO LETTER OF THE MONTH

Dear *HERO*,
I am one of those Americans who is so impressionable that I can't discern fantasy from reality. I need censors to constantly protect me from the evil media and keep me from burning down trailers and stuff. As such, I wonder if you could use your awesome connections to forward the following letter to Galactus, eater of worlds:

Mr Galactus:
After years of reading your exploits, I have come to pity you. Through my concern, I believe I have found a way to eliminate two of the daunting problems of your existence: 1) Sustaining yourself seems to get you in all kinds of hot water; and 2) You go through heralds like Clinton goes through cabinet members. The solution: LUCKY CHARMS! This seemingly innocuous cereal has what YOU need: STARS & MOONS!! As a bonus, you get hearts, diamonds, horseshoes and other marshmallow shapes in addition to a great sugar buzz! And if you were to employ Lucky The Leprechaun as your herald, he could always lead you to motherlodes of the stuff! You wouldn't even need to confer the power cosmic on him, since he is already a mage of Dr Strange's caliber! You will never have to scour the spaceways for a good meal ever again!In return for this sage wisdom, all I ask is (your choice): 1) One of those cool flying surfboards; 2) The Infinity Gems; or 3) A Cosmic Cube.
By the way, don't eat the oat pieces. They're bad for you.

Tracy Lesch
Lake Geneva, WI

Galactus asked us to pass on his thanks for your letter. At the moment, his favorite cereal is (of course) Ka-Boom, but he said he'd consider Lucky Charms the next time he encountered the Ultimate Nullifier.

A cosmic cube is on its way, Tracy—although don't be surprised if your subconscious has molded it to look like a HERO T-shirt...



JURASSIC PARK
INTERACTIVE
GET JURASSIC PARK INTERACTIVE FREE!
Now get Jurassic Park Interactive and Crash 'N Burn™ FREE when you buy the Panasonic REAL™ 3DO™ System.
Offer good July 1 thru August 31, 1994.
See participating dealer for details.
Panasonic R·E·A·L 3DO INTERACTIVE MULTIPLAYER
ACTUAL SCREAM SHOT!
universal interactive studios
3DO
© Ocean Interactive Limited. Jurassic Park & © 1993 Universal City Studios, Inc. & Amblin Entertainment Inc. All rights reserved.
3DO and the 3DO logo are trademarks of the 3DO Company. REAL is a trademark of Panasonic. Crash 'N Burn is a trademark of Crystal Dynamics, Inc.

HERO ILLUSTRATED LETTER ART

Here's what you do: take an envelope and draw an original sketch (not a swipe or a trace—Eric Sellers and Rick Baird accidentally sent us identical drawings, and they got junked), then put your faith in the United States Postal System—after all, they're trying. Then we judge 'em, and if all goes well, you win! Any medium is acceptable, although some reproduce better than others.

1ST

1st Place WINNER



John Stephenson
Smithtown, NY

2nd Place WINNER



David Hill
Melbourne, FL

3rd Place WINNER



Alex Fellows
Quebec
CANADA

Outstanding ENTRIES



Robert Jacob
Honolulu, HI



Robb Fulks
Tulsa, OK



Jamie Spanlolo
Clinton Township,MI



Moon Chu
Stockton, CA



Martin Velez
Yonkers, NY



Remazeilles Laurent
Serres-Castet, FRANCE



Hey *Elfquest* fans! The good folks at Lasermach have done a nifty laser sculpture of your hero and ours, Cutter—and they want one of you to have one. Send your letter art to:

Letter Art
c/o HERO ILLUSTRATED
1920 Highland Ave. Suite 222
Lombard, IL 60148

And no swipes or traces—be original!

gratuitous Wolverine appearance just to rack up big sales (just kidding)!

As you can see, I had a bit more on my mind than just negating an alien origin. I did a ton of research on this project and learned a lot about the Marvel Universe along the way. For instance, I learned the answer to the eternal question: which came first, HYDRA or SHIELD? This question, and many others like it, are answered in the pages of *Fury* (still on sale at finer comics shops everywhere)!

-Barry Dutter
Westfield, N.J.

Just to make one important distinction: what the review actually said was "The whole book seems *to exist for the sole reason of negating the alien origin of SHIELD."[Emphasis added] At the risk of sounding nitpicky, including that word does change the sentence. In any event, Barry, thanks for writing and congratulations on winning this month's Brandon Peterson award, which we gladly present in the name of relentless self-promotion.* ▲

THE CHASE IS ON...

Venture into the world of SkyBox Master Series™: DC Comics Edition, and the chase begins. A 90-card premium collection of the heroes, villains, and masterminds that dominate the DC Universe. Crafted by top artists of the comic industry, this trading card collection, foil-stamped and UV-coated, gives a new dimension to your favorite characters. And with three levels of bonus cards, the chase intensifies. There are five first-ever dual-sided, Spectra-etched cards* and four super-hero foil cards,* not to mention a limited edition Superman™ SkyDisc.™* All in all, it's enough to keep you on top of the Universe.

*Odds of finding Foil bonus cards approximately 1/18 packs; Dual-sided, Spectra-etched cards approximately 1/36 packs; Superman™ SkyDisc™ approximately 1/240 packs. No guaranteed number of bonus cards per box or case.



DC COMICS EDITION
SkyBox MASTER SERIES™

All characters and related elements are the property of DC Comics.™ & © 1994. All Rights Reserved. © 1994 SkyBox. SkyBox Master Series and SkyDisc are trademarks of SkyBox International Inc. Exclusively distributed worldwide by SkyBox International.







HERO NEWS

Compiled by Eric Carlson

Lee to Produce VidGame Cover Art

Jim Lee has agreed to do the cover art for Blackthorn, an upcoming video game from Interplay Productions.

Marvels II a No-Go

Kurt Busiek, co-creator of last year's surprise hit *Marvels* has decided against a proposed sequel series.

Marvey!??

Marvel and Harvey have entered into a joint agreement whereby Marvel will assume worldwide publishing and distribution rights for Harvey.

SIGN O' THE TIMES?

9

The total number of books Axis Comics produced before announcing that they will cease publishing comics.

COMICS WORLD LOSES FAN-PRESS FOUNDING FATHER

CBG CO-EDITOR DON THOMPSON DEAD AT 58

by Don Butler

Comics Buyer's Guide Co-Editor Don Thompson, 58, died in his sleep May 22.

One of the most influential commentators ever in the comics industry, Thompson had been involved with the comics and science fiction fan press for more than 40 years.

Among his comic-related books were *All in Color for a Dime*, co-written with Henry Morrison.

Thompson and his wife Maggie had edited *CBG* for more than 10 years. The Thompsons contributed a weekly column when *The Buyer's Guide to Comics Fandom* was founded in the mid-1970s by Alan Light; they were brought on as co-editors when it was purchased by Krause Publications in late 1982.

Thompson primarily handled the news pages, the initial editing of the columns and the reviews.

Under the Thompsons' editorship,



the publication won several awards, including an Eisner Award for best fan publication in 1993. The Thompsons were also awarded a Lifetime Achievement Award from Diamond Comic Distributors a couple of years ago.

Thompson was best-known for his reviews section in *CBG*. He was the first reviewer to pick up on Jeff Smith's *Bone* and James Robinson's *Golden Age*, among other recent selections.

"He and Maggie were both there at the very beginning of comics fandom. Without people like Don and Maggie, the comics industry just wouldn't have the flavor it has now," said CBG Publisher Greg Loescher.

Thompson was always one to recommend a good laser disk or a decent book and to chide the comic professionals on proper usage of the English language and the elements of good writing, good storytelling, and good art.







Axis Comics Gets the Ax

Larry Stroman Announces Axis to be Dissolved

by John Benton

1994 was going to be the big kickoff for Axis Comics. Founded by Larry Stroman and Todd Johnson, whose *Tribe* comic was cancelled amidst the "Image Shakeup" of last year, Axis would have been the new home for *Tribe* as well as a variety of other comics.

On May 16, the following was released to the comic book press: *"Effective immediately ... Larry Stroman announces that Axis Comics, Inc. will be dissolved as a viable comics publisher. This decision will not affect the production of* Tribe *#4, #5, and #6 and* Shaman's Tears *#3 and #4. After those publications both projects will seek new homes.*

"All other projects including Dethgrip, Beasties, Quantum 5, Nightwenger, Power Company, Marcus Arena, *and other are formally cancelled. Steps are currently being taken to ensure that these creators are paid for all work completed up until this time. The* Fan Magazine *property has been sold to the editor Steven Egged.*

"I regret this decision, but due to a change in my working relationship with Axis Comics, Inc. and Tribe partner and co-creator Todd Johnson, as well as increased production costs, creator apathy, and unforeseen market factors, this action was necessary.

"My last 10 years in the comics spent creating comics had not prepared me for the distractions and complications that arise in the business of comics. Over the last year with Image and then Axis, my artistic output has been minimal. This drastic action is regrettable, but it is time to return to what I do best, art.

"For any Tribe fans out there, issues #4-6 will continue as previously plotted. But as of issue #7, I intend to take it in an entirely new direction. All future solicitated [sic] Tribe product will be published under a new name to be announced.

"Thank you, Larry Stroman"

Stroman had personally contacted most of the Axis creators prior to making this announcement. The result has been a flurry of rumors, speculation, and outright accusations within the comics industry. It is notable, though, that most of the negative comments being made

(Cont. on pg. 19)





Shaman's Tears #3 and #4 will not be affected by the decision to dissolve Axis.

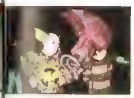
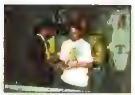
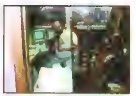
It's just Wrong

Impress your friends! Dazzle your neighbors! Experience a whole new level of cleanliness! That's right folks, the bidet is back. Personal hygiene has never been more exciting!







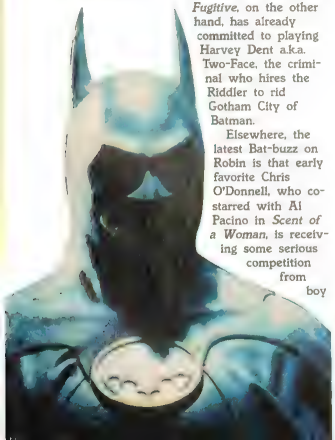







Batman Forever Taking Shape

Moving away from the moribund use of Roman numerals in sequel titles, Warner Brothers third *Batman* installment is tentatively being called *Batman Forever*.

Scheduled to begin filming in September, negotiations are still going strong to land Robin Williams as the Riddler. Williams reportedly has some script concerns. The script was recently rewritten in an effort to strengthen the part of the Riddler, but it is not yet known if the rewrite has won Williams' approval. Williams, who most consider a natural for the role, has received numerous other attractive offers since his recent box office success with *Mrs. Doubtfire*. Some Hollywood insiders feel he may decline the role (if Williams should decline the role, speculation is John Malkovich is next in line).



Tommy Lee Jones, Academy Award winner for his role in *The Fugitive*, on the other hand, has already committed to playing Harvey Dent a.k.a. Two-Face, the criminal who hires the Riddler to rid Gotham City of Batman.

Elsewhere, the latest Bat-buzz on Robin is that early favorite Chris O'Donnell, who co-starred with Al Pacino in *Scent of a Woman*, is receiving some serious competition from boy wonder Leonardo DiCaprio, a recent Academy Award nominee for his role in *What's Eating Gilbert Grape?*

Michael Keaton, once considered too wimpy to do justice to the role, is presently in negotiations to appear once again as the Caped Crusader.

With or without Williams, anticipation is high for *Batman Forever*. Look for it in the summer of 1995.

Jim Lee Announces Image Sabbatical

After seven years of writing and drawing comics, Jim Lee has announced that he will be taking some time off. Following the conclusion of *WildC.A.T.s* #13, Lee plans to take a sabbatical for an indefinite period of time.

"The sabbatical was a promise I made to my wife two years ago when we had our first child, so I could help out more at home," noted Lee. "But at that time, Image was just starting out and demanded an enormous amount of time and energy. Trying to balance the needs of a growing company and a growing family was the most difficult part of my career. Now, with our second child on the way this fall, the time has finally arrived to make good on my word."

Lee's final Image artwork will appear in September, but where it will appear is still a mystery.

While Lee will be backing away from the art end of the business, he will still remain active in the operations of Wildstorm Productions, serving as a consultant. He will also be involved with the storylines of many of the core books.

Evaluating his decision to leave, Lee says, "The more I think about leaving, the more I'm looking forward to coming back. When I do come back, I hope to be able to redefine my look and my work with a major new project, one which I will write, pencil, and ink."

This summer Lee plans to meet with fans and discuss the upcoming *WildC.A.T.s* animated series premiering on CBS in September.

Image Comics Introduces Cyberforce Action Figures

Image Comics has unveiled their first in what could prove to be a long line of Image toys.

Based on Mark Silvestri's popular *Cyberforce* series, the toys are a set of four action figures that includes Striker, Impact, Ripclaw, and Cyblade (she was just too hot to be included in the photo). Each of the figures will come with a mini-comic and a trading card.

In keeping with their commitment to the comic book retailer, Image will release the action figure "collectable" versions to retailers two months before the toys will be available to Toys R Us and Wal-Mart.



Axis Comics

(continued from page 17)

about Axis Comics were from people who were not associated with the company. Most of the rumors, like most rumors are, were based on hearsay and unreliable sources.

Todd Johnson, co-founder of Axis Comics, Inc., had remained silent during the proceedings, only to find himself the target of many rumors. He has generally refused to comment to the press on the situation, but was willing to make an official statement exclusively for *HERO ILLUSTRATED*. That statement follows:

"As expected, Axis Comics enjoys more attention in its death than while amongst the living.

"Many charges and accusations are flying from those involved and the uninformed. And I challenge any of the other participants of this article to produce any violations by myself or Larry Stroman, of any of the items of the creator contracts with Axis Comics. There is no blame to be laid, each party knows what they did. Move on.

"I have no problems with any creators involved in any Axis Comics projects. And I'll miss Denny's with Joe, Mike's bad jokes, Brian's excuses, Javier's timeliness, Eric's enthusiasm, Joe Pruett's info, Paris' big ass pages, Callahan' [sic] tall tales and Gold's arrogance.

"This was business, not personal. It's been a great two years."

Most of the creators that *HERO ILLUSTRATED* contacted expressed no bad feelings toward Johnson or Stroman. They are naturally disappointed, but understand the circumstances in the current marketplace. All of them are currently seeking work elsewhere, and some have already found new publishers for their Axis projects. All legal contracts have indeed been honored, including payment for work that was never published.



HERO HISTORY

1936: The Protector's Arrow premieres in *Funny Pages* V2#10, predating Green Arrow and Hawkeye by years and decades.

1944: Mr. Mxyzptlk bedevils the Man of Steel for the first time in *Superman* #30.

1959: Fans prompt the revival of Green Lantern, but in *Showcase* #34 the new version is test pilot Hal Jordan, and the new costume is by Gil Kane

1962: Momentous events cause the nuclear accident and transformation which enables Gold Key's *Doctor Solar, Man of the Atom* #1 to become so important to Valiant collectors

1965: Reed Richards marries Sue Storm and EVERYBODY attends the wedding in *Fantastic Four Annual* #3

1968: Joe Simon's immortal classic *Brother Power The Geek* #1: A comic so powerful fandom could only handle one more issue!

1971: Un-team the Defenders don't band together for the first time in *Marvel Feature* #1.

1975: Despite a few X-Men in the ranks, *The Champions* become Marvel's least successful team beginning this month

1985: The Avengers branch out in *West Coast Avengers* #1

BY MIKE TIEFENBACHER

MARVELVISION

AN INSIDE LOOK AT JULY'S HOTTEST COMICS!



SPIDER-MAN #50

SPECIAL ANNIVERSARY ISSUE! TO STALK THE SPIDER! THE SON OF SPIDER-MAN'S DECEASED NOTORIOUS ENEMY, KRAVEN, ARRIVES TO REDEEM HIS FATHER'S HONOR BY KILLING SPIDER-MAN! PLUS, IN WHAT CONTINUES TO BE THE MOST SHOCKING STORYLINE OF THE YEAR--THE RETURNED-FROM-THE-DEAD CLONE OF PETER PARKER CONTINUES TO INVADE SPIDEY'S LIFE. HOW? WHY?! 2-CHANNEL HOLO-GRAFIX FOIL COVER! 48 PAGES!!



DAREDEVIL #332

"TREE OF KNOWLEDGE" CONCLUDES AS DAREDEVIL AND CAPTAIN AMERICA RETURN TO THE ROOTS OF THE MARVEL UNIVERSE AND FACE ITS MOST MENACING VILLAINS--HYDRA AND BARON STRUCKER! IT'S A BATTLE SO DEADLY, THERE MAY NOT BE ANYONE LEFT TO DEFEND NEW YORK FROM SYSTEM CRASH!



MORBIUS #25

LOVE CAN DRIVE A MAN TO DRINK, BUT CAN IT DRIVE THE LIVING VAMPIRE TO STOP? NEW CREATIVE TEAM LISA (BARBIE) TRUSIANI AND CRAIG GILMORE TAKE OVER THE REIGNS OF MORBIUS BY BEGINNING IN HIS INCREDIBLE THIRST IN 48 FEAR-FRAUGHT PAGES! FANS WITHOUT FEAR SHOULD STICK THEIR NECKS OUT AND TRY IT! FIFTH INK COVER!



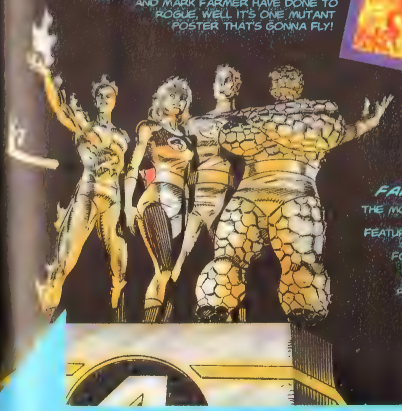
TM & © 1994 MARVEL ENTERTAINMENT GROUP, INC. ALL RIGHTS RESERVED.



PRESS POSTERS

FOUR OF MARVEL'S GREATEST HEROES ARE ABOUT TO HIT THE WALL! DON'T MISS THE FIRST IN A SERIES OF BROTHERS HILDEBRANDT POSTERS--THIS ONE FEATURES A FULLY PAINTED X-MEN 2099! THE SILVER SABLE BY STEVEN BUTLER AND GREGORY WRIGHT IS KILLER! LOU HARRISON HITS THE NAIL ON THE HEAD WITH HIS FULLY PAINTED THOR CORPS! AND WHEN FANS SEE WHAT DARICK ROBERTSON AND MARK FARMER HAVE DONE TO ROGUE, WELL IT'S ONE MUTANT POSTER THAT'S GONNA FLY!





FANTASTIC FOUR #392

THE MONUMENTAL CONCLUSION TO "NO ONE GETS OUT ALIVE" FEATURES THE FIRST APPEARANCE OF THE ALL-NEW FANTASTIC FORCE, NOT TO MENTION THE FF'S FINAL FIGHT WITH THEIR MYSTERIOUS FOE, THE DARK RAIDER--AND JUST WAIT TILL YOU SEE WHO HE IS! BY TOM DEFALCO, PAUL RYAN AND DANNY BULANADI!

HERO REVIEWS

Frank Kurtz



Frank knows the real future of America is in service related jobs "How may I help you?"

Rob Kelly



In his spare time, Rob is known for impersonating a tree. No, wait, he does *reviews* in his spare time.

Brian Wenberg



Brian is wanted in local Japanese video stores for impersonating evil clown wrestlers.

Scott Brooks



Appears to have an attitude problem. Doesn't interact well with the other children. Pure evil.

Steve Conrad



Times may change, but Steve insists that he is still "kind of free, kind of wow."

CREATOR PICKS

Here's a few comics that are topping the lists of some industry professionals:

Mark Waid, co-conspirator, *Kree!*: "Anything Mike Barr's been writing lately, including *Power and Glory*. I've been enjoying Neil Gaiman's work on *Sandman*. I like everything Kitchen Sink's publishing these days, especially the *I'll Show* reprints."

Alex Ross, artist, *Marvels*: "Definitely Gary Gianni's work on *The Shadow*. *Batman Adventures* is one of the best books being published. *Walt Wagner's Zombie Mystery Theatre*. Chris Ware's work on *Acme Comics*; that's pure f—king genius."

Kevin Nowlan, writer/artist, *Sonic Flood, With A Chance, Here*: "*Love & Rockets* is real good. *Rubber Blanket*. I like *Palookaville*, *Ojo Nervo*. I like a lot of stuff. I like *Mom, Controller* by Carol Lay. That was great. I like Scott Shaw!'s stuff a lot, and *No Man's-H.*"

WETWORKS

In A Flash: A highly skilled military outfit is sent on a suicide mission that results in the members bonding with a gold metallic symbiotic covering.

Is It Worth It: This is one of those rare Image books that almost tells a complete story in a single issue. Portacio and Choi establish the characters (both lead and supporting) in the first issue. We learn why this group was sent to do what they did and we actually see them become superheroes of a sort. It's your traditional origin story, which is a rare thing in the Image universe. Portacio and Choi have managed to do the one thing that critics of the Image books always claim is missing: they manage to tell a complete story (even if elements of it set up events for future issues).



Another good thing about the book is Portacio's great layouts. The guy knows how to effectively tell a story and doesn't really resort to pinup pages. With the exception of one spread, it's all just comics (as in panels, words, story, etc.).

OK, it's not the greatest comic story ever created, but it isn't bad either. It's just a basic good story told in a style that didn't seem popular in a market where comics are drawn as a means of selling pinup art to fans at conventions.

Fortunately (or hopefully) times are changing with a return to storytelling. In this regard, *Wetworks* may have arrived just in time.

Was three years worth the wait? I don't know, but it could have been worse. There could have been no story.

The Good: After three years we find out that it's pretty decent. Portacio and Williams' artwork is great. Another surprise—it's a good story, too.

The Bad: *Wetworks* probably represents (in the minds of the public) Image's major problem—lateness. After all this time, have retailers and customers lost interest? Only time will tell.

The Ugly: Both the government and those evil alien guys.

-Frank Kurtz

FACT-FILE

Publisher:	**Image**
Issue Reviewed:	**#1**
Writer:	**Whilce Portacio & Brandon Choi**
Artist:	**Brandon Choi Whilce Portacio Scott Williams**
Cover Price:	**Unknown**
Other Notes:	**First issue of a three-issue limited series.**

YOUR WITS BETTER BE AS SHARP AS YOUR DAGGER.

THE LORD OF THE RINGS™

J.R.R. Tolkien's epic saga, The Lord of The Rings™, comes to life in this role-playing system. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord Sauron.

Based on the classic trilogy, or if you're new to The Shire, you'll be captivated by this massive fantasy adventure role-playing game. There's nothing like it on earth!

- The largest and most detailed role-playing game ever produced—fully integrated cinematic and spectacular animation.
- Each character has his own unique personality and decision-making skills.
- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime, without interrupting or resetting.



©1992 Beyond Software, Inc. 627 Aviation Way, Manhattan Beach, CA 90266 (310) 379-2962



THE INCREDIBLE HULK

FACT-FILE

Publisher:	Marvel
Issue Reviewed:	#420
Writer:	Peter David
Pencils:	Gary Frank
Inker:	Cam Smith
Cover Price:	$1.50
Enhancements:	None
Other Notes:	A serious story dealing with AIDS.

In A Flash: We find out Hulk's pal, Jim Wilson is dying of AIDS, and it's up to the Hulk to give him the blood transfusion he needs to live. At the same time, Hulk's wife Betty is on a hotline fighting to keep a kid who's HIV positive from killing himself.
Is It Worth It: Undoubtedly. This is the most poignant piece I've read on the subject matter. The two cases are handled with realism, not the usual blowover, like the route Marvel took with Northstar. I hope you got the last few issues, 'cause there aren't any belly laughs in this one.
The Good: Marvel took a chance to publish a comic on a very serious subject without the usual hero-villain slugfest.
The Bad: Real people, not comic characters, are dying this way right now.
The Ugly: AIDS, man.

- Rob Holly



ROADWAYS

FACT-FILE

Publisher:	Cult Press
Issue Reviewed:	#1-3 of 4
Writer:	Jeffrey Lang
Penciller:	Ted Slampyak
Inker:	Steve Lieber
Colorist:	B & W
Cover Price:	$2.75
Enhancements:	None
Other Notes:	#1 should be in stores as you read this.

In A Flash: John Neville, a professor at Penn State, gets mixed up in an adventure in other dimensions.
Is it Worth It: If you want a good sci-fi/fantasy story, this is it. It reminds me of some of Moebius' stories. The scope of Lang's story is so large I wouldn't mind more than four issues. The art is good too; the pencils reminded me of Mark Schultz's style. Even so, I think a smoother inking style would have suited the pencils better.
The Good: A great adventure book that people should try. I hope they send me the fourth issue.
The Bad: The art was good but I think color art would suit the story better. As it is now, more description should be used, especially when you're dealing with a "silver river." I thought it was mud until page 27.
The Ugly: Golems.

- Brian Wenberg



TYRANT

FACT-FILE

Publisher:	Spiderbaby Grafix
Issue Reviewed:	#1
Writer:	Steve Bissette
Artist:	Steve Bissette
Cover Price:	$2.95
Enhancements:	Nah!
Other Notes:	First issue of a 10-year series. Due in September.

In A Flash: During the Cretaceous Age, an area that would eventually be Alberta, Canada is disrupted by the arrival of a female T-Rex laying her eggs.
Is It Worth It: I've got to admit that I wondered if Bissette could actually pull off a comic with no human characters. Yes, he did. The story of the dinosaurs in their habitat and the subtle change coming their way moves along at a brisk and entertaining pace. Tyrant, the "star" of the book won't be around until issue #3, and I'm actually looking forward to his arrival. I recommend it and look forward to the next 10 years.
The Good: Bissette's story and art stir primal feelings of enjoyment for this comic reader.
The Bad: Nothing bad, it's all just nature's way.
The Ugly: Dinosaur feces. Gak!

- Frank Kurtz



STAR WARS: DARK APPRENTICE



FACT-FILE

Publisher:	Bantam
Writer:	Kevin J. Anderson
Cover Price:	$5.99
Enhancements:	Embossed cover
Other Notes:	Book two of the Jedi Academy Trilogy.

In A Flash: This is going to take a while, but here goes. Luke is training students to be Jedi. One of his students is dabbling in the dark side of the Force that condemned Darth Vader down the dark path. Back at Coruscant, an incident forces Ackbar to leave the New Republic. Meanwhile, Admiral Daala is using her three Star Destroyers to give our heroes a hard time.
Is it Worth It: Oh, boy, you bet! These books are written with an older audience in mind, as opposed to the solo novels written about Han Solo and Lando when the movies were around. The action is well-paced, the characters are believable, and there are some extrapolations about stuff in the movies that really make sense, instead of throwing in everything new.
The Good: These novels flesh out some of the background characters in the *Star Wars* mythos that were previously around just to make one more action figure.
The Bad: I realize this is a trilogy, but the first three-parter didn't make you feel like you were in the middle of a story. This one has no end, just one frustrating "to be continued."
The Ugly: Nuttin' gets yer appetite up like fried apprentices. Crunchy!

- Rob Holly

GREEN HORNET



FACT-FILE

Publisher:	Now Comics
Issue Reviewed:	#35
Writer:	Joan Weis
Artist:	Patrick Zircher
Inker:	Dan McConnell
Cover Price:	$1.95
Enhancements:	None
Other Notes:	None

In A Flash: One cop is killing other cops and it's up to the Green Hornet to find out why.
Is it Worth It: This issue does try to tackle social prejudice against gays, but despite the good intentions, everything about this issue is average. There seems to be a romance sub-plot which reads like pure soap opera, and the officer doing the killing is so obvious that it stretches credibility that he wasn't charged with the murders sooner. The Green Hornet is neither likeable nor despicable, he's just plain boring.
The Good: Well, this issue does *try* to tackle social prejudice. Touching on a social issue isn't the same as delving into it, though.
The Bad: The mob scenes truly hit all the cliches.
The Ugly: Average entertainment.

- Scott Grenke

AMERICAN SPLENDOR: A STEP OUT OF THE NEST



FACT-FILE

Publisher:	Dark Horse
Issue Reviewed:	#1
Writer:	Harvey Pekar
Artist:	Joe Zabel
Letterer:	Gary Dumm
Colorist:	B & W
Cover Price:	$1.95
Enhancements:	None
Other Notes:	A one-shot special.

In A Flash: Chronicles a trip to New York and Harvey's efforts to appear on David Letterman's show.
Is it Worth It: Pekar's stories are as far removed from hero hysteria as you can get, and there's something weirdly compelling about the way he's willing to lay himself—and to a lesser extent, those around him—bare. *A Step Out of The Nest* is less about a TV show and more about a 54-year-old man coming to grips with both his achievements and his mortality. Those who don't know Pekar's work might shy away. They shouldn't. He's got amazing gifts of perception and self-absorption—and the ability to balance them.
The Good: Harvey got paid double for getting bumped on Letterman.
The Bad: Will he ever get the big audience he deserves? Will it matter?
The Ugly: Mortality.

- Steve Darnall

coming next:

SHADOWHAWK
THE MONSTER WITHIN ™

#12 on sale in July, co-starring
CHAPEL ™

#13 on sale in August, featuring
WILDPACKS ™

#14 on sale in September, goes into
1963 ™

#15 on sale in November, features
THE OTHERS ™

#16 on sale in December, guest-starring
SUPREME ™

#17 on sale in January, at last,
SPAWN ™

six issues • every six weeks
DON'T LOOK BACK!
the best is yet to come.

image ™ image ™

YET ANOTHER COLIN UPTON'S OTHER OTHER EVEN BIGGER THAN SLIGHTLY SMALLER THAT GOT BIGGER BIG THING, THE ONE-SHOT



FACT-FILE

Publisher:	Aeon
Issue Reviewed:	#1
Writer/Artist:	Colin Upton
Colorist:	B & W
Cover Price:	$2.75
Enhancements:	None
Other Notes:	A mixture of old and new work. For mature readers.

In A Flash: A collection of stories from the creator of *Big Thing*.
Is it Worth It: Upton is one of comic's best kept secrets, a volatile storyteller who goes from funny to frightening in the blink of an eye. Exhibit A: a hilarious look at Saint Antony ("You people think you can do any damn fool thing you want to and expect me to clean up the mess! ... Not *this* time, Sonny Jim!") next to the bare-nerved "Chris" and "I'm Not Angry Anymore." Upton's wrestling with some very personal, very thorny demons and he manages to make it compelling, essential reading.
The Good: With "Happy Shiny People" Upton examines someone else's flaws, and it's a hilarious, genuine relief.
The Bad: Will this guy ever find a regular publisher?
The Ugly: Hate—don't let it rule your life.

-Steve Darnall

SANDMAN MYSTERY THEATER



FACT-FILE

Publisher:	DC Comics
Issue Reviewed:	#16
Writer:	Matt Wagner, Steven T. Seagle
Artist:	Guy Davis
Colorist:	David Hornung
Cover Price:	$1.95
Enhancements:	None
Other Notes:	Part four of the four-part story line "The Vamp."

In A Flash: The Sandman is hot on the trail of a female killer looking for revenge. Meanwhile, serious things are afoot between Wesley and Diane.
Is it Worth It: This book is nearly worth it for the Wilson/Bruning covers alone. Put a great detective story behind that cover and this looks like a great deal. I hadn't read the last three issues but I didn't feel lost here. This is a great thinking person's comic.
The Good: The story is definitely the best. Davis' art is fantastic, too.
The Bad: Nothing, although I wouldn't mind seeing an *SMT* story by Michael Kaluta or Dave Stevens, two guys who have an obvious affection for the period (not to imply that Guy Davis *doesn't*).
The Ugly: What a person looks like with a sleepng-gas hangover.

- Brian Wenberg

TRAPMAN



FACT-FILE

Publisher:	Phantom Comics
Issue Reviewed:	#1
Writer:	Peter J. Miele
Artist:	Paul Fricke
Inker:	Gordon Purcell
Colorist:	B & W
Cover Price:	$2.95
Enhancements:	None
Other Notes:	"Soon to be a role-playing game."

In A Flash: In an effort to thwart the evil Rat Boy's plan to destroy society through drugs, Trapman and his young companion, Joey, don superhero costumes and take the fight to the streets.
Is it Worth It: Yes. This book is insane, but in a good way. Strange voices goad the evil and the good in the odd, but reflective town of Hope. The characters are portrayed in extreme stereotypes, but they work well symbolically and it fits the mood.
The Good: The sarcastic edge is mixed in with genuine feelings, forcing the reader to really think about not just what is said, but the context in which things are said.
The Bad: The evident and immediate commercialism attached to the project, i.e. " Soon to be a game, a novel, a TV show, a movie, etc."
The Ugly: Rat Boy. He looks like a rat!

- Scott Grenke

She's got Cindy's eyes, Elle's legs, Christy's hair, and Ali's left hook!



John Byrne's BABE™

LEGEND™

DARK HORSE COMICS®

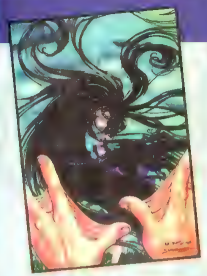
MAKE THE BREAK

LEGEND HAS IT!

Takin' on the world with a wink and a smile this July!
If she can't get you to Make The Break, no one can!

™ & © 1994 John Byrne. Legend™ & © 1993 John Byrne, Inc. and Frank Miller, Inc. Legend™ icon art created by Mike Mignola. Make The Break® and the Make The Break logo are registered trademarks of Dark Horse Comics, Inc. Dark Horse Comics® and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. All rights reserved.

ELFQUEST: WAVE DANCERS



FACT-FILE

Publisher:	WARP Graphics
Issue Reviewed:	#4
Writer:	Julie Ditrich & Bruce Love
Artist/Colorist:	Jozef Szekeres
Cover Price:	$2.00
Enhancements:	None
Other Notes:	None

In A Flash: Barmek and Slea encounter the real Raenafel and confirm their suspicions that something is rotten back home.
Is it Worth It: I'll confess I've never been completely enamored with the fantasy that the Pinis obviously enjoy, but I found the first three issues of *Wave Dancers* to be an enjoyable, lighthearted read, with a nice blend of humor and intrigue. Perhaps it's the sudden emphasis on exposition, but *WD* #4 seems rather listless and meandering by comparison.
The Good: Szekeres' art walks a line between the Pinis and Disney's *Little Mermaid* without being derivative of either. Nice coloring, too. A real treat.
The Bad: Maybe a little less background and a little more intrigue—or maybe I'm just getting impatient.
The Ugly: Are you kidding? Everyone is *beautiful!*

-Steve Darnall

G.I. GOVERNMENT ISSUED



FACT-FILE

Publisher:	Paranoid Press
Issue Reviewed:	#1
Writer/Artist:	Frank Turner
Letterer:	Kelly Anderson
Cover Price:	$1.95
Enhancements:	None
Other Notes:	First book from self-publisher Turner. Due out in August.

In A Flash: The good old US of A hires a vigilante-type hero to deal with terrorist situations, but he's much more than they suspect.
Is it Worth It: It's worth it just to stick around and see where Turner takes this character. The first issue deals with his first field test, a strange alien ship, a covert operation, and a plane hijacking. In other words, a lot of irons are in the fire with this book.
The Good: This is a good read. On the surface, it looks like a Punisher clone, but there's quite a bit more to it than that (though the Punisher crowd should like it, too). Decent art throughout.
The Bad: Government baddies are all over comics and books, and they could get old real quick.
The Ugly: A guy in a leotard working for the government? Didn't we get that with J. Edgar Hoover?

- Rob Holly

RASCALS IN PARADISE

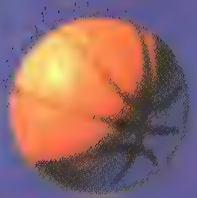


FACT-FILE

Publisher:	Dark Horse
Issue Reviewed:	#1
Writer:	Jim Silke
Artist:	Jim Silke
Cover Price:	$3.95
Enhancements:	None
Other Notes:	Mature Adults only. Coming out in August. Three-issue series.

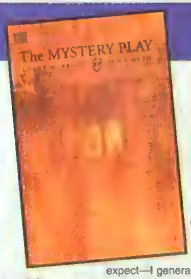
In A Flash: In 2362 a duplicate earth is made to be a "resort planet." Unfortunately the computer that made it goofed, and Trash-9 was born: covered with tropical jungle, desert wilderness, and dangerous natives.
Is it Worth It: You are seriously missing out if you don't read this. The story is a lot of fun and detailed enough to keep interest throughout. It's like an action-adventure film: lots of both, as well as humor, good bad guys, cheesecake—it's all there. Silke's art is fantastic. It's like a painted version of the *Rocketeer.* The '30s-period feel is perfect for the story. Worth every penny.
The Good: I really like deco sci-fi. It's like reading the old *Flash Gordon.* All comics could be like this and I wouldn't get tired of it.
The Bad: Nothing whatsoever.
The Ugly: Definitely not the girls.

- Brian Wenberg



GUEST REVIEW

THE MYSTERY PLAY



FACT-FILE	
Publisher:	DC
Writer:	Grant Morrison
Artist:	Jon J. Muth
Cover Price:	$24.95
Other Notes:	One-shot, painted hardcover graphic novel.

In A Flash: The classic mystery plays were dramatic stage presentations of the Christian Story, from creation to doomsday. In *this* mystery play, a small English village resurrects (ugh) the tradition in an attempt to unify the community. In short order, the actor portraying God is murdered, and the immediate suspect is, of course, Lucifer. Enter Detective Sergeant Frank Carpenter, who despite protests to the contrary is looking not only for the killer, but for answers to questions creating turmoil within the village and himself.

Is it Worth It: Until now, the only books DC has released that are worth paying 30 bucks for are the various *Sandman* books, which are reprints, and the *Ironwolf* graphic novel. *The Mystery Play* is a good read—Morrison rarely disappoints. Jon Muth's art showcases his abilities as a painter and a storyteller with an ease I didn't expect—I generally prepare for one or the other with Muth. A good story, and a beautiful book. It's worth it.

The Good: The best large investment Vertigo has made so far. Nice work, Karen.

The Bad: What's with all the satire in *Starchild?* Owen should just stick to ... oh, wait. Wrong review.

The Ugly: Um, I still don't really dig the Vertigo logo. It's ... what? Who designed it? Karen Berger's husband? Oh. Well, heh, heh...

FROM HELL



FACT-FILE	
Publisher:	Kitchen Sink
Writer:	Alan Moore
Artist:	Eddie Campbell
Issue:	#4
Cover Price:	$4.95
Other Notes:	"A melodrama in 16 parts"; Bookshelf format

In A Flash: This volume features chapter seven of a 16-part exploration of the Jack the Ripper mythology, and is being reviewed apart from the first three books as it is the first to feature *new* material (numbers one through three reprinted chapters which originally appeared in *Taboo*).

Is it Worth It: I read the first six chapters as they first appeared, and again when they were reprinted by Tundra/Kitchen Sink, so I was already in stride for this 40-page continuation of the melodrama.

Or so I thought.

It was difficult to read in one sitting, and once read, took several days to absorb. Not a simple retelling of the Jack the Ripper story, Alan Moore takes material from several sources and weaves them together into a seamless narrative. It is not horror—it is far too good to be pigeonholed into a genre. Indeed, with each successive volume, it promises to fulfill it's destiny as a major work of fiction, whatever the genre or medium. Not to be slighted is the art of Moore's partner, Eddie Campbell—and it *is* a partnership—deceptively simple, yet labor and research intensive, it complements the script *perfectly*. Comics are words and pictures together, and few other comics use the implied potential as well, and none as intensely as *From Hell*.

The Good: Perhaps the first adult comic book that fulfills the requirements *intelligently*.

The Bad: The lengthy prose sections in *Cerebus* are often difficult to ... aw, geez, not again!

The Ugly: Graphic physical violence and imagery that evokes honest emotion and revulsion. Name me one mainstream comic that does the same.



- James Owen (creator and publisher of Starchild)



HERO INSIDER

IN A FLASH:
... ANOTHER CROSSOVER? WHO'S LEFT? ...CROSSOVER PART II ...
... MARVEL SEARCHING FOR A HIT ... SOMETHING SNEAKY GOING ON ...
... JURGENS TO LEAVE *SUPERMAN*? ... *SPAWN* ANIMATED DEAL IN WORKS...

... is the year of the crossover. Just see the list above. Almost every other book is going to be involved in some sort of crossover this year. Straight from the two comics that do most everything in other comics come two of the biggest crossovers of the summer. Guess two comic books that have already been involved in the [illegible] Answer: Marvel's *WildC.A.T.s* and DC's *Aliens*. Anyway, the My [illegible] say both are [illegible] works...

... Now we're a year [illegible] for a year that [illegible] *WildC.A.T.s* Mad Corporation, and both titles [illegible] But what would you say if there was indeed a cr[illegible] Saturday morning series [illegible] an you say "No comment?" [illegible] signed an... Well, [illegible] it, but it's a [illegible] their next bi[illegible] "I don't w[illegible] from [illegible] eran[illegible] ...ventures of a [illegible] with a [illegible] for cr[illegible] ...aces!...

... The big M[illegible] in a shar[illegible] vigation. They are pl[illegible] desperate about getting back some of the [illegible] they've lost over the [illegible] To accomplish that, they are trying to [illegible] about mythic [illegible] let's see, how to attent[illegible] ...world Mar[illegible] kill c[illegible] Ad[illegible] of the year, buzz [illegible] do a cro[illegible] ...ro ...

... Now we're [illegible] stuff, you know, [illegible] ...ver [illegible] ...ompany [illegible] ...ompany but [illegible] ...rd hell [illegible] ...ght [illegible] ...rumor [illegible] ...ompany [illegible] ...compet[illegible] ...e Software [illegible] ...stock [illegible] ...company that [illegible] ...four bucks, [illegible] ...other company [illegible] ...point and only [illegible] ...reality...

... [illegible]

... [illegible] ...early [illegible] ...company, [illegible] ...appear to be new, by the way, the [illegible]

... [illegible]

-MYSTERY FAN BOY

THE JACK KIRBY LEGEND LIVES ON
IN AN ALL-NEW CUTTING EDGE SERIES!!

VICTORY #1

THE STARTLING TURNING POINT IN THE
KIRBYVERSE

FEATURING
SILVER STAR
THE NINTH MEN
TEENAGENTS
SATAN'S SIX
AND THE RETURN OF
CAPTAIN VICTORY

KURT BUSIEK
KEITH GIFFEN
JIMMY PALMIOTTI

A FIVE-ISSUE SERIES
topps COMICS
MAY/JUNE


COURT IS IN SESSION.
JUDGE DREDD
NEW MONTHLY SERIES COMING IN JUNE
Andrew Helfer/Michael Avon Oeming


LEE MACLEOD
Sci-Fi
Fantasy Art
Card Collection
Best known for his work on Lucas Films' "Howard the Duck" and Warner Bros. "Batman" campaigns, Sci-Fi/Fantasy artist Lee MacLeod brings his unique style and graphic technique to his first ever trading card series! This visually exciting 60 card set includes one TEKCHROME™ bonus card in EVERY PACK! Plus, look for randomly packed Lee MacLeod autographed cards!
© 1994 CARDZ Distribution, Inc. Grand Prairie, Texas 75050 © 1994 Lee MacLeod

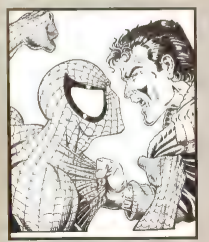
IN THE WORKS

This month HERO has its hands on Marvel's plans for the end of the year, and we talked to several of Marvel's people for even more of the inside poop. We've got the word on the "Cosmic Welcome Mat" from DC, the summer plans at Fantagraphics, and—like we need to tell you—even more than that!

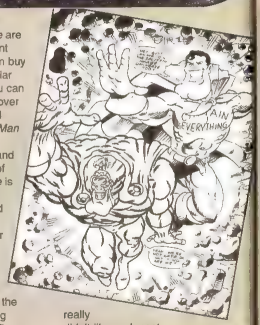
Marvel

Lately all the talk at Marvel has centered on your friendly neighborhood Spider-Man, and this August it all blows up in "Power and Responsibility," a four-part crossover through all of Spidey's regular titles. Who knows what rumors you've heard, but one thing's for sure: the clone is back! The Judas Traveller is a villain so wicked, he whips Carnage's butt. When he challenges Spider-Man to come and face him, Spidey has an ally: his clone! From that point on, you'll be seeing *two* Spider-Men. The "original" will be in *Amazing Spider-Man* and *Spectacular Spider-Man*, while the "clone" will be in *Spider-Man* and *Web of Spider-Man*. This dichotomy will continue until a major climax set to occur in *Amazing Spider-Man* #400 and *Web of Spider-Man* #125. At this point it is becoming harder and harder to discern fact from fiction, as rumors run rampant throughout the industry.

But be assured that we will break the news the instant we learn!



Avengers and *Thunderstrike* are trying an interesting experiment beginning this August. You can buy the regular books for the regular $1.50, or for a dollar more you can buy the *Double Feature*. Flip over *Avengers Double Feature* and you'll find the four-part *Giant-Man* miniseries, written by George Perez with art by Jeff Moore and Tim Dzon, while the flip side of *Thunderstrike Double Feature* is a *Code: Blue* story by Roy Thomas, Larry Alexander, and Charles Barnett III. There is also a limited series on tap for the Vision, later this year!



The rumors of the *Fantastic Four*'s demise do seem to be exaggerated, but you can still be excited about the debut of *Fantastic Force*. Greg Wright, Mike Gustovich, and Don Hudson are bringing this all-new team to life, featuring Franklin Richards, Myddas, Vibraxis, Huntara, and Kismet. Wright describes the new series as "Something like *Star Trek* meets *The Breakfast Club*," referring to his desire to include character development with action.

Fabian Nicieza, keeping with his tendency to shift the focus of *New Warriors* once a year, has a new course set out for the team once it passes the 50-issue mark. "Issues 51 through 62 or so are going to be them rebelling against the fact that they are afraid they are becoming the status quo. They are becoming everything they thought they were never going to become, which happens to a lot of kids as they get older."

Meanwhile, Nicieza gave a vague clue as to the future of his other books: *X-Men* and *X-Force*. Fabian couldn't speak highly enough of Tony Daniel. "I want you to specifically mention the excellent job that Tony Daniel is doing on the artwork, and how he's getting better and better every single month." Consider it mentioned. "I can tell you for sure that what's happening is that they're going to move to new headquarters. I am also hoping to do a spotlight issue on Feral real soon. I hope to nicely close out the chapter on a character that I really didn't like and most of the readers didn't like all that much either."

Meanwhile, in *X-Men* and *Uncanny X-Men*, watch for major events to occur over the next year. "I can give you a hint," Nicieza said, "and that is to say we are going to be shaking things up to the very foundations that these books were started on." Scott Lobdell, writer on *Uncanny*, was more specific on some areas. Iceman's character will be studied as his powers evolve. Bishop will come to center stage once more, as Lobdell hesitated to admit, "because of things that are happening with Charles' son, David Haller." (There's also a little thing called *Generation X*, and you can read all about that on page 66 of this very issue!).

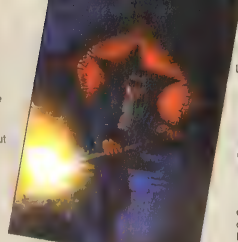
In the fall there will be a crossover among *Force Works*, *Iron Man*, and *War Machine*. Not much has been said so far about these, but it has been acknowledged that they will be facing an "all-new Mandarin."

Image

August seems like "Trade Paperback Month" from the Image crew. Look for collectors editions of the "Blood Brothers" story line, *Wildstar: Sky Zero* and *Youngblood: Strikefile* (the latter featuring several pages of new artwork by Rob Liefeld and Jae Lee).

Or is it "Sourcebook Month?" The *Brigade Sourcebook* and *Cyberforce Universe Sourcebook* will inform Image fans of everything they wanted to know about both teams, but had no idea they were supposed to ask.

Valentino and *HERO ILLUSTRATED*'s pal Don Simpson have joined forces this August for the *Normalman/Megaton Man* Special. Both artists are infamous for their satirical comics and the comics industry, and this special promises even more! Special guest stars include Bob Burden's Flaming Carrot, Jeff Smith's Bone and Larry Marder's Mr. Spook (from his soon to be self-published—we hope—*Tales of the Beanworld*).



DC



August is "Zero Month" for DC, the "Cosmic Welcome Mat" Mike Carlin promised when *Zero Hour* began. We've been telling you about the changes in advance for months, so this time we'll show pictures do the talking! On this page you'll see two covers for 32-page giant books, which will show you the only the lineup for the new *Primal Force*, but the beautifully painted cover for *Starman*, one of the new books to come out of this cosmic change as well. When the original Starman, Ted Knight (not the one who played Baxter on *The Mary Tyler Moore Show*, we assume) decides to pass the mantle to his descendants, he encounters firm resistance from his youngest son Jack. James (*Golden Age*) Robinson scripts, Tony (*Punisher*, *Green Lantern Corps Quarterly*) Harris draws.

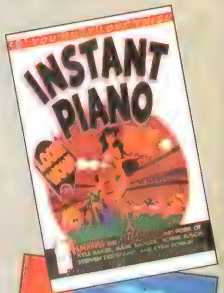
Following the success of the *Death Gallery*, here comes *The Sandman: A Gallery of Dreams*. Alex (*Marvels*) Ross, Eddie (*From Hell*) Campbell, Jamie (*Tank Girl*) Hewlett, Craig Hamilton, Tony Harris, Malcolm Jones III, Bill Koeb, Mike Mignola, Moebius, Alison Seiffer, Jeff Smith, Greg Spalenka, Tom Taggart, Teri S. Wood, Terry Moore, and many others all contribute their own rendition of Neil Gaiman's Master of Dreams. *Sandman* cover artist Dave McKean also provides the wrap-around cover for this special.

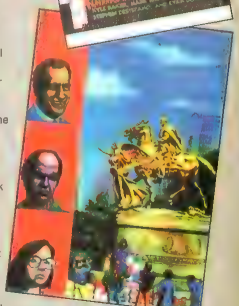
Another Sandman gets the multi-artist treatment in August when DC releases the first *Sandman Mystery Theatre Annual*. Scripted by regular *SMT* writers Matt Wagner and Steve Seagle, it's the story of a mysterious mugger who's been plaguing Central Park—and who bears a disturbing resemblance to Wesley Dodds' alter-ego! Guy Davis, David Lloyd, John Bolton, George Pratt and—you guessed it—Alex Ross are among the contributing artists.

Finally, one of last year's wildest series lives again (which is not a phrase to use lightly) as the *Jonah Hex: Two-Gun Mojo* trade paperback hits the stores on or around August 16. Horror novelist Joe R. Lansdale teamed up with artists Tim Truman and Sam Glanzman for this weird affair, in which the old West's ugliest gunslinger runs into a group of outlaws who, for all intents and purposes, are dead. So why are they walking around late at night? If you missed this series during its initial run, fret no more (and if you'd like to hear more about the plans of Lansdale and Truman, read on)!

Dark Horse

From the "You-were-always-told-about-it-but-you-never-thought-you'd-*see*-it" category: *Instant Piano* is on its way at last! The long-awaited collaboration between legendary cynics Kyle (*Why I Hate Saturn*) Baker, Evan (*Milk & Cheese*) Dorkin, Stephen (*Ren & Stimpy*) DeStefano, Mark (*Batman: Run Riddler Run*) Badger and Robbie (*Predator*) Busch promises to be a no-holds-barred collision course with wackiness! Seriously, we'd all be surprised if this *didn't* turn out to be worth the wait. Watch for it!





issue #1 on August 23.

On the heels of Harvey (*American Splendor*) Pekar's return to David Letterman's side (May 16, if you missed it) comes *A Step Out of The Nest*, Pekar's first work in the traditional comic-size format. This fascinating one-shot (reviewed in this issue) recounts Pekar's trip to New York for his first appearance on the *Letterman* show in five years, only to find himself bumped by Barry Manilow! It, too, is scheduled for August 23 (For more information, see this month's "Reviews" section).

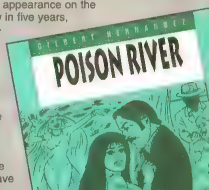
As always, the Legend boys have their plates full: *John Byrne's Next Men* begins a new story arc in August. "Lies" examines the odd question: what happens when everything that's happened to you is a lie—and then you find out that everything that's happened since is a lie too! "Lies" is a four-issue saga that closes the first chapter in the Next Men's life. Suffice it to say, things will never be the same. Then, keep an eye out for Byrne's *Aliens: Earth Angel*, which puts the vicious Alien creatures in unfamiliar terrain: 1950s America! Will the Aliens like Ike? Will John ever take a break?

Two other Legend creators have miniseries in full swing in August: Paul Chadwick's *Concrete: Killer Smile* #2 finds Concrete's pal Larry the most unwilling hostage of a crazed gunman and his girlfriend. Now, he's in danger of being shot from both sides of the law. For those of you unfamiliar with the man of rock, Dark Horse offers *The Complete Concrete*, a paperback which collects the first 10 issues of the original run of this highly-acclaimed series. Watch for it in September.

Harvey Kurtzman is gone, but his memory lingers on, thanks in part to *The New Two-Fisted Tales*, a revival of Kurtzman's popular war book. Issue #1 includes "War," the last story Kurtzman produced, as well as a reprint of the classic Kurtzman-Wally Wood tale "Gettysburg," and a cover by Kurtzman and the fantastic William Stout.

FANTAGRAPHICS

Fantagraphics has specialized for years in producing offbeat non-superhero fare, and doing it especially well. This summer, their very first book—*Love and Rockets*—will feature a mixture of old and new. Maggie and Hopey, two of the original *L&R* characters, will return in *Love and Rockets* #45—however, the story is not by their creator, Jaime Hernandez, but his brother (the other half of *L& R*) Gilbert. Gilbert is also releasing *Poison River: The Director's Cut*. There will be nearly 50 pages of new material added to the story of Lube, one of *L&R*'s most popular characters, as she grows from illegitimate daughter to mobster's wife to woman on the run. *Love and Rockets* was one of the first "alternative" comics to make it big, and it's still a critical success 12 years later.



Jim Woodring's *Frank* will be a 120-page trade paperback featuring the "Frank Stories," collected from *Jim*, *Pictopia*, *Tantalizing Stories*, *Hyena*, and countless other sources. There's no dialogue in these stories, but volumes are spoken, as the not-quite-a-dog-but-if-he-isn't-a-dog-then-what-the-hell-is-he Frank wanders through a landscape that is at once surreal, frightening, and hilarious. *Frank* will include some all-new material as well, including the character's never before-seen origin!

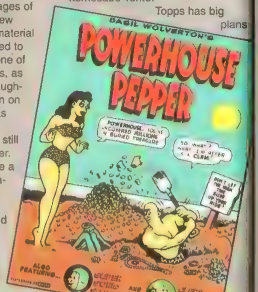
Fantagraphics will also release a collection of Basil Wolverton's *Powerhouse Pepper* strips. These bizarre tales have never been collected together before, and are examples of weirdness at its finest!

This summer, Fantagraphics has also become the new home of *Omaha, the Cat Dancer*. Reed Waller and Kate Worley's story of the anthropomorphic exotic dancer will begin with Volume two, number one at Fantagraphics, as the title character returns to Mipple City and Chuck's arms (not to mention her original hair color ...). For those of you who might not be familiar with this book, *Omaha* is one of those rare comics that carries an "Adults Only" label because it's actually meant to be *read* and appreciated by *adults*. Fantagraphics will also keep all previous issues of *Omaha* in print, so newcomers can catch up on the whole story.

INDEPENDENTS

Joe R. Lansdale and Tim Truman made fans of the Western genre sit up and take notice last year with the *Jonah Hex: Two-Gun Mojo* miniseries. This year they turn their attention to the greatest hero the Old West never actually had: *The Lone Ranger*! This four-issue miniseries by Topps will begin in August and *opens* with a vicious parting of ways for the masked man and his long-time kemosabe Tonto.

Topps has big plans for the Kirbyverse as well; it's fallen to Keith Giffen and Kurt Busiek to make Kirby's last creations as popular as all his other ones. Hence, *Victory*, a mini-series which promises to shake things up in the still-young Kirbyverse, and topping it all off will be the return of a Kirby character from not-so-long-ago: Captain Victory (for more on *Victory*, including a conversation with Keith Giffen, see page [illegible]!



If you lived in Texas in the 1980s, you probably remember Sam Hurt's *Eyebeam*, a hilarious strip that invited comparisons with both *Doonesbury* (brilliant social commentary, stinging wit) and *Krazy Kat* (floating backgrounds, general oddball quality). A few years back, Martin (*Hepcats*) Wagner tried reprinting the strips in comic-book form but gave up after five issues. Now, Adhesive Comics has picked up the ball for *Eyebeam: The Trilogy*, a three-issue series which includes reprinted *Eyebeam* strips, as well as some previously unpublished surprises! Part one of *The Trilogy* (called "Supplication") is scheduled for July release. Highly underrated and highly recommended.

Drawn & Quarterly brings back two favorites in August: first off is the all-new *Drawn & Quarterly* anthology, which will be the old mag of the same name, and devote itself to a variety of talent including Jacques Tardi, Maurice Vellekoop, and Carol Tyler. As a special bonus, 34 of the book's 52 pages are in full color!

Meanwhile, fans of Chester Brown's *Yummy Fur* cried loud and long when Brown, in an effort to get away from the "autobiographical cartoonist" tag with which he'd been saddled, brought that book to a close. In August, Brown begins *Underwater*, his most ambitious story line to date. The saga of several weeks in the life of a young woman, *Underwater* will end when its story ends, although not even Brown is sure when that'll happen. D & Q have promised, however, that the story will run for at least 20 issues.

The *Elfquest* books have been a popular line for over a decade. This summer, as the Wolfrider tribe fans have known since the very start, there will be a split. Cutter and Blood of Ten Chiefs lead half the band—the warriors and magic-users—to battle for the pieces of the Palace of the High Ones in *Elfquest: Shards*. His daughter, Ember, takes charge of the remainder of the tribe in order to "hide and survive" to preserve "The Way." The split will take place in *Elfquest: The Hidden Years* #15 this July, and *Shards* will debut the following month. As an added surprise, *Elfquest* fans can look forward to the return of two favorite villains: Two-Edge and Winnowill! *Elfquest* co-writer Wendy Pini warns readers to "get the hankies out and get ready to be taken for an emotional roller coaster ride."

The stars are out in full force for issue #14 of Caliber's *Negative Burn*, which starts out with a Flaming Carrot cover from Bob Burden and includes work from Brian Bolland, Doug Wheeler, Doug Wildey, Doug Gray, Greg DiGenti, and in a real coup, James (*Starchild*) Owen with the latest installment of the Alan Moore Songbook! Sing it, baby!

Finally, Kitchen Sink is always creating books, cards, ties, etc. that are just plain cool. Still, they all pale in comparison to Robert Crumb's *Devil Girl* candy bars. I'Imagine these will be very much like the *Cadillacs and Dinosaurs* and *Omaha* bars from years gone by. There is a little note for the retailer tucked in the bottom of each unique collectible box of bars (see above). Trust Crumb to shake people up and set 'em straight—even if those who get the joke are the least likely targets!





"Who can make a sunrise, sprinkle it with dew...?" Robert Crumb: marketing genius or crusty old cynic? *You* decide!



MORTAL KOMBAT

BRUCE LEE™

JULY



IS MARTIAL ARTS MONTH AT MALIBU COMICS!

TWO TOUGH BOOKS... ONE GREAT MONTH!

™ 1992 MORTAL KOMBAT™ is a trademark of Midway Manufacturing Company.
All rights reserved. Used under license.
Bruce Lee ™ 1994 The Estate of Bruce Lee. All rights reserved.
Licensed by MCA/Universal Merchandising, Inc.
MALIBU COMICS® is a registered trademark of Malibu Comics Entertainment, Inc.

MALIBU COMICS™

SHADOWHAWK #12

starring CHAPEL



art by WALTER McDANIEL

on sale in August

WHAT ELSE DO YOU NEED TO KNOW?

only from image™

ShadowHawk™ and © 1994 Jim Valentino • Chapel ™ and © 1994 Rob Liefeld

JOIN THE FUN

JULY 15-17, 1994

DRAGON CON





ATLANTA COMICS EXPO



AMERICA'S LARGEST ANNUAL CONVENTION FOR FANS OF:

COMICS • GAMES • SCIENCE FICTION • FANTASY • FILM • ART • ANIMATION & MUCH MORE!

AT THE ATLANTA HILTON AND TOWERS HOTEL, WESTIN PEACHTREE PLAZA HOTEL, AND THE ATLANTA CIVIC CENTER





CALL (404) 925-0115 OR WRITE TO BOX 47696 • ATLANTA, GA • 30362 FOR A FREE 24-PAGE FLYER!!!

© 1994 Nickelodeon. All rights reserved. Nickelodeon, The Ren & Stimpy Show and all related characters are the trademarks owned and licensed for use by Nickelodeon, a programming service of Viacom International, Inc. ™ & © 1994 Marvel Entertainment Group, Inc. All rights reserved

The 19th Annual

CHICAGO COMICON™

All-American Artform
All-American Fun

JULY 1-2-3

Rosemont Convention Center

5555 N. River Rd., Rosemont, IL

★ Hundreds of Guests!

★ Millions of Comics!

★ Tons of Cool Giveaways!

MARVEL · DC · VALIANT · IMAGE · MALIBU · DARK HORSE

Kick-off your Fourth of July holiday festivities by meeting and greeting all your favorite characters **and** their creators at the biggest and best comic book show in the Midwest!

The newly-renovated **Rosemont Convention Center**, only 5 minutes from O'Hare Airport, is where heroes and fans alike will celebrate the spirit of this All-American artform.

Events will include exciting panels and signings with today's hottest artists and writers, a sneak peek at upcoming books, and tons of valuable prizes and freebies!

Over 250 dealers will be offering the hottest new comics and the coolest back issues!

TICKET INFORMATION:

$10 per day • $25 all 3 days

For more info call: (708) 806-6060

COMICON HOTLINE:

For all the latest Comicon news call:

(312) 743-4493

THE FUTURE OF COMICS

THE INFORMATION HIGHWAY AND BEYOND

By Mike Stokes

Sidebars by Steve Fritz



The future of comics isn't so much bright as it is luminous. Luminous as in the glow of televisions, movie screens, and computer monitors. Others see the future of comics as partly plastic, as in action figures and PVCs, and still others say the future of comics also lies somewhere between the solid yellow lines of the fabled information superhighway.

Maybe the inevitable changes in the medium are long overdue. Television has evolved from a bulky piece of furniture with fuzzy black-and-white pictures to pocket-sized color pictures with stereo sound that will wake you up in the morning and have a scrambled egg and toast breakfast waiting for you. Even radios used to sit like boulders in the middle of living rooms, but now people jog with radios strapped to their wrists.

A book, however, has always looked like a book, smelled like a book, and acted like a book. No one has trouble identifying an old comic book, because although it's virtually the same as a new comic, it has *that smell*.

Anyway, the future of comics seems to be setting up camp in mainstream America with mass merchandising, blockbuster films, and any other way they can invade your homes, schools, and shopping malls. Some of the changes are for the better. Some of them ... well, that's for you to decide.



The recent success of *The Crow* and the eagerly anticipated *The Mask* film suggests a new movement of movie studios looking more and more to comics as a source of inspiration for feature films.

This may not be an earth-shattering revelation as mainstream superheroes have always been thought of as Hollywood big-shots dating back to the black-and-white serials and continuing with more recent blockbusters and television shows, but now, lesser-known title characters are getting their due and sharing the limelight with powerhouses like the Big Blue Cheeses and the Dark Knight Detectives of the world.

Denis Kitchen, publisher of Kitchen Sink Comics (who currently publish *The Crow*), sees the comics industry shifting away from the superhero and toward content-oriented titles which are abundant in independent labels.

"At the moment, the independents seem to be the only ones with any interest in providing true content-based alternatives–that's why they're called alternative publishers. And Marvel and DC will continue to milk the cash cows, as will Valiant and Image," Kitchen says. "I think once it appears viable, the giants will jump in. The giants *always* do. But it's a great opportunity for the alternative publishers seeking a stronger foothold where most of them already have this concentration. Obviously there are a few alternative publishers trying to be the next Marvel, [but] I'm not talking about them.

"[*The Crow* is] an example of how something came out of the independent press and was able to become the most popular film in America at the moment. And hopefully it's only one example."

Lou Bank, VP of Sales & Marketing for Dark Horse Comics (publishers of *The Mask*), also sees good things coming from comic book-based films.

"The advent of comics into movies is making comics yet more acceptable," he says. "*The Crow* movie was number one in the country the weekend it was launched ... I believe *The Mask* will be the movie of the summer, and I realize I'm probably a little biased in saying that. I'm telling you everything I've seen just spells success.

Animation is also picking up steam and is becoming a priority for many studios as a way to attract younger generations of readers and introduce them to their characters.

"You can go back to when Marvel Comics released *G.I. Joe* and look at the effects that had on the industry," Bank says. "*G.I. Joe* was the first children's comic to really make it big in the marketplace in a very long time. And the effect that had on the comic industry is that it brought in an enormous quantity of new readers and started them off young, as opposed to people getting into comics in their teens. By virtue of the fact that *G.I Joe* had brought in all these younger readers by the time they were teenagers, they were already hooked which meant the general superhero line of books was already that much bigger in the general audience of teenagers than it had ever been before.

I think children's comics have been neglected, and I think there are far more people focusing on them now,' he continues. "The role I think with Marvel now bringing out Disney Comics and Archie pumping up for more comics and Harvey publishing again, you've got more opportunity for kids to get into comics than ever before."

Of course, with movies and animation, merchandising is an inevitable component of the future of comics–and that means a flood of action figures after the titles have hit the mainstream.

Todd McFarlane, creator of *Spawn*, has been extremely active on the merchandising front with everything from Spawn-mobiles to eagerly anticipated action figures.

"I like to see stuff that is a little more mainstream or something that should go out in terms of out to the public and stuff like that," McFarlane says. "I also like, I don't know if you want to call it cheap stuff ... but I'd rather have 1,000 people buying $10 items than 100 people buying a $100 item. Plus the people who I think buy the majority of my comic books are pretty youthful people who don't really have a big budget."

McFarlane doesn't expect any onslaught of merchandise to really drag that many more people into the hobby until it hits the mass market.

"If they're going to come into the store, they're going to come in because they want to buy comic books ... I just see it as reinforcement of their buying habits. They get some cool cards or a cool T-shirt and they continue to buy the book. I don't know if it adds anything to the sales because even the numbers that you get on this sideline stuff are a fraction of what you get on the book.

"Again, with the people [where] we're at is essentially preaching to the converted, we've got to start to go outside the walls and drag some of those people into our arena," he adds.

"I see there can be a compatibility of both [between mass market and direct sales in the industry]. That some of the stuff that goes out to the masses is there to basically appeal, and once you get out to the masses,

Big Plans For Information Superhighways

Something very different is happening in Dover, New Jersey.

Bell Atlantic is a Baby Bell that is in the process of setting up its own video cable through its phone lines. It will run into direct competition with the New Jersey video carriers. Think about it—you can get your MTV, Nickelodeon, Cartoon Network, and Sci-fi Channel through the phone line. You will also be able to get comics—Big Entertainment's Tekno Comix—in which Rubenstein has his way about it.

Rubenstein's resume already includes the creation of the Sci-Fi Channel, which he's since sold to USA for a reportedly cool $75 million. Now he's CEO of Big Tekno and working on something that sounds like pure science fiction.

"Bell Atlantic has contracted Future Vision to develop software that will provide video and information on fibre optic cable," says Rubenstein. "We are going to provide the network with the first ever electronic comic strip."

It's not known that Rubenstein's contracted some interesting talent to create this. Among the names are recognized comic superstalents like Neil Gaiman, the late Isaac Asimov, Robert Silverberg, Anne McCaffery, Leonard Nimoy, and Mickey Spillane. Joining them are former Defiant editor Deborah Purcell and Bill Polgardy.

But how these strips will be distributed is even more interesting.

"You would be hooked up to your TV and it would work pretty much in a manner like your computer," says Rubenstein. "When you go to get your newspaper there will be a four-digit code at the end of the comic strips. You can plug into your remote and you get into us. You get the comics in digital form from us."

"You will also be able to access background information on the characters, the artists, and a lot of other information that you just wouldn't be able to do in a printed comic strip. You will be able to [send] questions directly to us and we will be able to answer you. There's still a lot more that is developing."

Neil Gaiman, himself, is very hip to the way it's going. One idea he has developed, a Victorian robot with some particularly interesting twists (called the Pneumatic Man) appears to be the first of the Big releases.

"It proved to be enormous fun," says Gaiman. "I sat down with a blank slate and was [told I could] create some characters with no real limitations. Tekno seems to be doing things and I watch it with bemused amazement."

Tekno is also shrewd enough to know that it's going to take time for this new sort of system to go national. As such, they are also working on CD-ROMs, print books, visual games, and animated shows to promulgate their creator's works. Still, it's the Bell Atlantic avenue that has Rubenstein the most excited.

"The whole future of this thing is amazing," says Rubenstein. "I'm trying to control my enthusiasm for it, but it's really hard."

Big has also recently added one more feature to its alternative media plans that is sure to keep people talking, announcing a deal with Prodigy, one of the largest on-line carriers in the world.

Starting this August, anyone who subscribes to Prodigy and goes to the Tekno Comix Forum will be able to access Big's personal bulletin board, receive updates from the Big fan club, get previews of upcoming Tekno projects, access their own database, and be able to correspond with the creators and personnel of Big Entertainment through direct E-mail.

"Tekno comics fans, through Prodigy, will have a unique opportunity to observe the inner workings of a comic book publisher and to have unprecedented input into the creative process," says Rubenstein. "Through Prodigy, we are positioning our entire company to be responsive to input of our fans." ▲



nobody can really specialize like comic shops. [You're] not ever going to go into JC Penney and [see] a back-issue collection or something like that. So somewhere along the line there has to be a way where we can basically have both parties kind of feeding each other."

The greatest advances in comic books have been in the technology used to bring them to readers. Most notably, comics on CD-ROM and various on-line services have been picking up steam and it looks as though it is an option that will be further explored by publishers well into the next century.

Denis Kitchen is well aware of the technological possibilities. He says, "We are seriously examining it, because we think it is inevitably a part of our future. It would be foolish to dismiss it. It's an exciting new technology, and in many ways, comics are tailor made to be wedded with it. So I don't find it threatening in any way, I find it exciting ... as a publishing company, we're looking closely at the possibilities.

"My own feeling is that books in general, including comics, will be less common as a format. That is to say, books, printed matter won't go away, but lots of printed matter will be supplanted. I don't think it will be that long before, as a practical matter newspapers and many magazines, and many books, are transmitted electronically as more people have technology in their homes. I think that looking at how much paper is literally wasted, society will find it absurd to [send] a sports section to me every day if I don't read the sports section.

"What we take for granted—cheap comics—may not be around forever. They may become more collector-oriented, and less mass-oriented than they are now. But in any case, it's easy to speculate. I do think it's fairly certain that there will be a strong crossover between comics and the electronic medium.



"[For] example," he continues, "we can bring a collector the complete *Li'l Abner* in a much cheaper format than [it costs] to sell the consumer 50 volumes. I mean, you have to be quite the Al Capp fan to buy an encyclopedia set from me. Whereas if I made the same material available, not just with a complete strip, but with old newsreels of Al Capp and reproduc-





Changing The Face Of Comics: CD-ROM

Anyone who's read Scott McCloud's *Understanding Comics* knows that one of its fundamental principles is defining comics as Serial Art. With CD-ROM, that principle just got thrown out the window.

"I've been talking a lot with Scott McCloud since he wrote that excellent book," says Elizabeth Scarborough, a producer for Voyager Company, one of the new CD-ROM manufacturers who is throwing the Serial Art baby out with the bathwater. "We've tentatively agreed to do something together where he explores this a little bit."

When you look at a CD-ROM from Voyager, you get a silver disc that goes into a special drive on your PC and then scroll with the aid of your mouse and keyboard. Voyager has contracted three comic-related CD-ROMs: Art Spiegelman's *Maus*, The Residents' (West Coast musicians/artists) *Freak Show*, and the movie *Comic Book Confidential*.

It's the manner in which they treat these comics, though, that makes them really interesting. *Maus* and *Comic Book Confidential* are like hypertext, with menus that provide a wealth of information that illuminate the book and the movie.

Scarborough produced the *Maus* CD-ROM with Spiegleman. "What we did was put in all the stuff you can't get in the book. The only way you could do it otherwise is maybe a museum exhibit with the artist to explain things page by page. It's not intended to replace the book, it's just an approach."

Even more challenging is *Freak Show*. It's completely animated, and when you pull down the menu, you can decide what exhibit you want to see or even go behind the scenes to see more about the characters. In other words, it's the first step toward a totally interactive comic.

"Definitely," agrees Scarborough. "The Residents totally went with it. They threw out all the panels that went with the original comic book and made it something else. You'd never guess it was a comic. I would even accept that our version of *Freak Show* is not a comic."

That can't be said of Malibu's Ultraverse-based CD-Romix, which are still basically digitized versions of their titles, although it's still impressive to look at *Prime* #1 on the screen. Still, Scarborough sees more interesting implications.

"Oh it's just the beginning," she admits. "Figuring out where it will go is half the fun."

From a hardware-point of view, we're in pretty good shape," she adds. "You can get a drive pretty easily these days. The challenge is to come up with the software to back it up.

"There's the possibility of making comics that are truly interactive," adds Scarborough. "The important thing about CD-ROMs was when underground comics were in their heyday, they also said what comics mean and where could they take the medium. CD-ROMs give people a whole new way to tackle that question again."

...of artifacts from the movies and ...way plays and his newspaper ...ns and on and on, I can give ...everything you ever wanted to ...about Al Capp's career on a ...OM for under, say, $75.00, or I ...ll you a set of books for a cou-...usand dollars. Most consumers ...afford to buy an encyclopedia ...d if you have the technology in ...home to view a CD-ROM at your ...

"Remember, you can put the British ...eum on a CD-ROM. So, I can ...ly give you everything there is ...any comic character or history ...mics or whatever for a relatively ...ce. And granted, you don't ...the tactile sensation of holding ...ok in your hand, and fondling it ...putting it in mylar, but the infor-...is there, and on a screen with ...resolution, the reading pleasure ...be comparable, and conve... superior."

Bank is a bit more cautious of ...ew comic format.

"...ROM is fascinating in its ability ...ally compile such tremendous ...ation in such a small format but ...expenses of producing a comic ...y very, very high. It doesn't ...a lot of money," he says. "So in ...to make a comic worth $20 or ...whatever it's going to be, you have to put a lot into it.

"I believe that you'll see a lot more comic material appearing in a lot of different venues and different media, but I also don't believe that you'll see the printed page go away. People are obsessive/compulsive by nature and I don't believe anyone will stop collecting paper. I hope not."

In spite of its convenience, it's going to take a lot to convince collectors that digital images of their books are the way to go.

Technology can provide a new forum, but it can never replace the nostalgic aspect that is so much a part of the comic book hobby.

It will also take a long time to compensate for the therapeutic uses of comics by equipping key reading areas like study halls and bathrooms with computer screens, and it'll be really hard to smuggle a monitor to read a comic under the covers with a flashlight. The printed media that people bring with them on short subway commutes in the mornings or on long family car rides to the Grand Canyon during summer vacations may not be practical, but since when have comics ever had to be practical? ▲

Comics On-Line

The information highway came to your house at last winter's Great Eastern Convention. Marvel Comics announced as of January, subscribers to the CompuServe's (CIS) Comics Forum could get a sneak preview of *Ghost Rider 2099* #1 in the form of an electronic GIF (Graphic Interface File). Marvel saw it as an excellent way to promote the book, and when you consider what the comic was all about, it made a lot of sense.

Malibu publisher Dave Olbrich was also at the Great Eastern show. When hearing about Marvel's announcement, he didn't seem too impressed. After all, you could do the same thing with their *Wrath* last December—in color, no less.

But that's only the tip of the information iceberg. Artists are now discovering that on-line carriers such as CIS are ways they can spread and sell their art.

"Ernie Colon [and I] were chosen by CIS to receive royalties for the artwork we designed for exclusive use here in the Comics Forum," says Rod Underhill. "Our thinking is that the Comics and Animation Forum has the potential to become a major internationally electronic publishing house in the near future."

According to forum sysop Doug Pratt, all one has to do is go to the Comics Forum, go to the library files, choose the best protocol to download and then let CIS take care of the rest. The time it takes to download the file is monitored by the carrier, and the royalty generated is first sent to Pratt, who in turn sends it to Underhill and the other artists involved. Pratt notes that some of Underhill's most popular files have been down-loaded as much as 1,000 times. While it's still not great money for the parties involved, it adds up.

"The Malibu and Marvel preview files have [had] a tremendous amount of interest since they were announced," says Pratt. "Downloads continue to be strong, and more files are coming.

"It's not hard to get a file scanned into GIF format. A publisher doesn't have to be the size of Marvel to put their art up here; we have many files from small publishers as well as fan art."

The previews have been so successful, they're driving the development of a spin-off forum. We're developing a Comic Publishers Forum, which will be devoted to messages and files from Malibu, Marvel, DC, and other publishers that want to participate. To kick it off, we will be publishing Elliot Maggin's new title *Goldenrod*, through the new Forum, where it will be available a month before the print edition ships.

But the implications are only starting to be felt.

"Think about it," adds Underhill. "The pinup art that I design and display here is made available to fans all over the world. I have people that collect my work here living in London, New York, Los Angeles, South America, Israel, and Hong Kong—all hooked up to CompuServe and eagerly awaiting each of my images. It blows [me] away.

"I see a very bright [future] here. Perhaps someday all comics will be read via computer!" Underhill exclaims. "I am one of the founding fathers of the Cyber Comic Movement, and I'm very proud of it!" ▲



MAGIC
The Gathering
The Dark





In the primal depths of the subconscious mind, all of us fear The Dark.

Not for the faint of heart, this new expansion explores the Dark Age of Dominia, when impassioned magicians delved into the very bowels of magic that ultimately destroyed them. Over seventy spells, creatures, and artifacts still linger from this era, waiting for you to add their power to your *Magic: The Gathering* deck. If you crave knowledge more than sanity, come take a walk in *The Dark*.

P.O. Box 707, Renton
Toll Free: 1-800-626-9762 In Washington: (206) 624-0933

Magic: The Gathering, *The Dark*, and Garfield Games are trademarks of Wizards of the Coast, Inc.

DENIS KITCHEN TALKS ABOUT 25 YEARS OF PUBLISHING AND ESPECIALLY THE...



BY [illegible] KURTZ

KITCHEN SINK AS SEEN BY DENIS KITCHEN



MOM'S HOMEMADE COMICS

"That was the humble beginning. It was an offshoot of the University of Wisconsin-Milwaukee humor magazine called *Snide*, which I had helped found. The editor who had co-founded it with me ran off with the profits of the first issue. A comic book was supposed to be the second. It continued to percolate in my mind and I ended up self-publishing it. I wince a bit when I look at it. It's full of dreadful puns and so on, but it was a beginning. Everyone's got to start somewhere."

JAY LYNCH & BIJOU FUNNIES

"*Bijou* was the first underground comic I ever saw that inspired me to do an underground comic. Jay was extremely influential. In fact, I don't know whether to kiss Jay or to punch him. He's responsible, really, for me becoming a publisher by encouraging me, and more importantly offering me *Bijou* when I was at my most fledgling stage. Because Jay and Skip Williamson were geographically close, they were the first underground cartoonists that I got to know on a friendship basis.



"We started with issue #4 or #5, and then we went back and reprinted all but number 1. Seven out of eight issues were Kitchen Sink. The eighth one was a glorious full-color underground, which was very rare. It was an homage to Harvey Kurtzman's early *MAD* comics where various underground cartoonists parodied each other. That's one we still hope to reprint again. I think it's a real classic."

ROBERT CRUMB & HOMEGROWN FUNNIES

"Actually our best seller. Sales are

Once there was a time when actually owning the characters or the work you had created was unheard of. There was a time when it was status quo to buy some kid out of his property and put him to work (at slave wages) doing story after story and making the company big bucks. With very few exceptions, the artist rarely shared in the riches.

Fortunately, there were those few who understood what was going on. People like Will Eisner, Milton Caniff, or Al Capp who watched companies making money with the sweat of artists who sold their creations. They would have nothing to do with it. They owned and thrived financially from what they had wrought.

When America went all topsy turvy in the '60s, the artists (like many young people of the era) began to question the way the world worked as a whole. In particular, they realized the advantages that had been taken of artists before them. While some would continue to work in the old system, others saw no other way to present their view than to do it themselves. It wasn't a matter of making money, just pragmatism and enthusiasm. They were going to push the envelope whether anyone else liked it or not.

Guys like Jay Lynch and Robert Crumb would just take the leap and publish what they liked. They were conscious of the problems artists faced in previous years. Guys like Harvey Kurtzman and Will Eisner would eventually join them and provide added encouragement.



Denis Kitchen was another artist cutting his teeth on a satire magazine at the University of Wisconsin-Milwaukee. The magazine was called *Snide*. The second issue was intended to be in comic form. That would have happened save an unfortunate event.

"The editor ran away with the funds, so we could never do the comic. When I saw *Bijou Funnies*, it inspired me to pull out those pages and finish them. Self-publishing was really the only possible way to do it. No publisher in Milwaukee would do it, and I didn't have any national contacts. Fortunately a printer I knew would give me some credit. Even the print run was determined by how much credit he gave me."

That comic was *Mom's Homemade Comics*. The printer gave Kitchen enough credit to print 4000 copies and start his 25 years of publishing. 3500 copies sold in Milwaukee. The remaining copies ended up going west with a roommate to Comics & Comix in San Francisco, where they would eventually sell out.

Word got out about the book, resulting in contacts being made with local (as in Chicago) artists like Jay Lynch and Skip Williamson.

The underground comics scene was growing, and the focal point seemed to be in the San Francisco area. Still, Kitchen held out and stayed in the Midwest. "I certainly was aware that the hippie mecca was San Francisco, but I wasn't interested in joining that. It would just not be where I was. In retrospect I think that was good. I think if everyone goes to one spot it gets very inbred. I think that by staying in the Midwest, focusing on a lot of the talent that wasn't in California, it gave me a broader perspective of what was going on. Also, there was a certain unreality to San Francisco, and not just literally in the drug scene. It seemed to those living there that this was not just a microcosm, that really, this was reality. Whereas from a Midwest perspective, it was a phenomenon. It really was just an oasis here and there. Every town had its little hip neighborhood that it would usually build up around the head shops and the universities."

The Midwest underground artists seemed to cultivate a subtly different style than those entrenched on the West Coast. This was reflected in the books that Kitchen published, but not to the degree. "After that initial period where you had a lot of California publishers, San Francisco artists, ironically were sending material to me. Some of the Midwest artists would be published on the West Coast. So the regionalism didn't last very long. I think after a couple of years or so it pretty much blurred [illegible] that we kept our roots there was something I was always glad of. This is good for people to know that you can do something that's on a cutting edge of some kind of movement in an unpredictable place. Like Milwaukee."



The artists would eventually create a community, of sorts, as a result of the constancy to settle down and [illegible] interaction. "There were a lot of vagabonds that traveled the country, and we were constantly getting mail. The first year I started, Crumb passed through Milwaukee and he was quite atypical. Over the years just about everybody came to town. There was a lot of correspondence going on



Those days I spent a lot of my time writing letters. There was a lot of give and take. The artists had a sense of community. Not just being cartoonists, but being part of a counter-culture; all of us being acutely aware that we did not want to become a part of mainstream comics."

In an attempt to be completely removed from the way mainstream comics were produced, the hippie-style businesses were established with emphasis on fairness and camaraderie. Still, making every effort to be as fair as possible to artists that he published, Kitchen, in his naivete, almost didn't make a penny off his most popular comic, Crumb's *Homegrown Funnies*.

At the same time, it shed light on Crumb, the artist. "My competitors were paying a 10 percent royalty, and I felt, 'That isn't enough. I'm going to pay 15 percent.' So, when Robert gave us *Homegrown Funnies*, I began paying him a 16 percent royalty. That's based on the cover price. Even though we were wholesaling these for about 50-60 percent off, he was still getting one-sixth of the cover price. We did that for the first couple of years, and while it was a best seller for us, the company was unable to make a profit. I drew no salary for the first couple of years. I hired my first business manager and he looked at my books and said, 'Where did you come up with this royalty figure?' I said, 'Well, gee, it just seems fair to me because the other guys are only paying 10 percent.' He did some calculating and said, 'Well, if you paid what your competitors paid, last year you would have made a profit. You gave your money away to the artists.'

So I looked at the numbers and it made sense. I realized that 10 percent hadn't been a completely arbitrary greedy figure. That it had been an equilibrium between the artist and the publisher each making money. That's the way capitalism has to work. So I very reluctantly went back to the artists, and I had to send them each a letter and say, 'Gee, guys, I'm really sorry to do this, but I'm going to have to drop my royalty from now on.' Robert Crumb was passing through town at that

somewhere around 150—160,000. It was the third book that really allowed us to get on the map in a sense of our credibility as a new company.

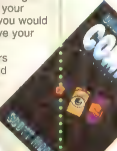
"The great thing about Robert was, when there were three or four underground comic publishing companies, Robert knew he was important. Instead of arguing for a better deal from the strongest company as many authors would do, Robert did something unusual: he spread his work around. He basically made sure that every company got some of his work, so that all would grow and prosper to some degree. He didn't use his sales power as bargaining leverage to allow Kitchen Sink or one of the other companies to dominate. Instead, he tried to be egalitarian, and that's rare in any field. So, I'm personally grateful to Robert. We developed a friendship over the years, and politically I understand what he was trying to do. Robert's a very ethical person. I think some people who look superficially at his work might conclude that he's a misogynist or a racist or whatever. They may not understand what a genuinely good person he is."



UNDERSTANDING COMICS

"It's the first book from the comics industry to be reviewed in the *New York Times*. You can't count *Maus* because that came from a mainstream publisher.

"Fans, professionals, everyone loves this book. Scott [McCloud] has done something very special. I'm very proud that Kitchen Sink is publishing it. I'm talking with Scott now, to try to get him to do a CD-ROM version of this so that it can both reach a larger audience and take advantage of the electronic phone net to expand his message and his examples, and perhaps even bring other professionals into the discussion. I think that as successful as this has been, it will still reach another level of success in the future."



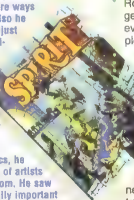
HARVEY KURTZMAN

"When I finally got to know Harvey and become a publisher and friend, it was probably one of the greatest satisfactions I've had. He was a remarkable man and surprisingly modest. I think one of the obligations I feel is to continue to bring his work to the market, whether the market demands it or not. I think his work must be available, even though the comics industry, I hate to say this, has not been very supportive of what he has done. His influence is incalculable. Among the important creators in our industry, Harvey is almost worshiped. I know that is probably exaggerating anyone's importance somewhat, but I don't think you can understate it in Harvey's case."

WILL EISNER

"At the point where he probably could have retired, he began working on *A Contract With God*, which in many ways revolutionized the industry, because it began the graphic novel genre.

"Will, like Harvey, has been a tremendous influence on me. In many ways he's been a mentor. Will, like myself, was an artist who evolved into a businessman, so he was a role model in more ways than one for me. Also he was an inspiration just because he, regardless of his age, was always an innovator, always experimenting. While most men of his generation would have looked askance at underground comics, he embraced the idea of artists having more freedom. He saw it as an intellectually important thing, rather than as something that was an obnoxious generation thing. Like Harvey, we can't really understate the importance of Will to our industry. More than one generation has been inspired and influenced by him, and yet he still goes on. He's finishing up a 200-page graphic novel for us, that he will be delivering on schedule next month. Will told me once that he never missed a deadline, and so far that's true."



MILTON CANIFF

"I never personally got to know Caniff the way I got to know Kurtzman and Eisner. I [illegible] Poplaski to run the show with *Steve Canyon*. He and Milton became very close. I'm very pleased that we've been able to put out 25 volumes or so of *Steve Canyon*, and preserve the very best of that strip. It pleased me that Milton was excited by seeing his early work reprinted in a format that showed off the art better. Instead of being shrunk to 'postage stamp size,' as he put it, we were able to reproduce it large and on nice white paper."



PETE POPLASKI

"Pete's an unsung genius. He does not get the credit he deserves. He has an unusual talent, and he's been responsible in a large degree for the look that Kitchen Sink Press has had over the years.

time, and I remember feeling horrible that I was going to have to tell him this.

I finally sat down, looked at him and said, 'Robert, I can't pay you 16 percent any more.' He looked at me and said, 'You've been paying me 16 percent?' He had no idea. He wasn't looking at the reports, he wasn't paying attention. All this time I was bending over backward trying to impress artists like Robert Crumb that I was being as generous as possible, and he was not even aware. That gives you an example of how money was never the motive for Robert. He wanted the material to be packaged nicely. He wanted someone to be honest with him. That was important. It wasn't purely the bottom line. He wanted to work with kindred spirits. He liked small businessmen. He completely distrusted big businesses, because big publishers had always dealt with him in a way that he found offensive."

In 1973, it seemed as if the floor of underground comics had fallen out. There were so many books with marginal or questionable talent being published that people had grown tired of the whole thing. This was also when the Supreme Court had ruled that individual communities could determine what was obscene. Keep in mind, this was still in the midst of the powerful "Silent Majority" era. Kitchen Sink fell upon hard times.

Fortunately, Kitchen would have an unlikely savior.

"Stan Lee, believe it or not, was a fan of what we were doing. He used to correspond with me. He was trying to hire me to work for Marvel, which I found amusing because I had been a fan of Marvel. I found the idea of editing or working on Marvel comics completely unexciting. But the crash of '73 just about did in the underground comics industry.

"When Stan made one of his periodic calls to me and said we should do something together, I actually began to listen for pragmatic reasons. We devised this notion of creating a hybrid magazine, which neither of us had any idea whether the market would accept it or not. I give Stan credit. He had the guts to try something different. He gave us a budget that by underground comics standards was a king's ransom. An underground cartoonist in those days could expect a guarantee of only 25 dollars a page against the royalty. Obviously if your book sold very well then you could earn considerably more. But $25 was all you could be certain of. Suddenly I had a budget of 100 dollars a page, and the lure of national distribution. It was very attractive to some of us. The compromise was, of course, that the work was for Marvel, and so we knew we had to pull our punches a bit."



That comic would be called *Comix Book*. All was not rosy, though. Believe it or not, these artists who had been free to do what they wanted suddenly were faced with giving their work to Marvel. "We compromised a lot on this. Initially Marvel insisted that it be 'work-for-hire.' We were all kicking and screaming. I convinced them that if we did it on a work-for-hire basis, the underground cartoonists would not cooperate. Stan very reluctantly made a number of compromises including the fact that the Marvel name was not on the cover, and his own name was listed in the credits very ambiguously. While it was able to go much further than any other Marvel comic in terms of topic, it was also something that ultimately they didn't know what to do with and neither did the distributors. After several issues, Marvel began getting complaints from other creators. 'Hey, why do these guys get to own their own trademarks? Why do they get to insert nudity? Why do they get to use four letter words? Why do they get this and this?' Every promise Stan made had its own repercussions.



Even the older pros; but especially the younger professionals who had like some basic sensibilities as us young rebels. Stan and the powers that be at that time deeply regretted this experiment, and pulled the plug on it ostensibly for poor sales, which may have been the case. Kitchen Sink ended up publishing the material that was already in the works. The ironic side benefit of all this was that during the year or so that I worked for Marvel, I didn't draw any salary from my own company. I was able to keep overhead very low. Kitchen Sink Press survived what was the worst depression that underground comics ever went through. Essentially Marvel saved my company."

Kitchen had already started to try to mail order as an option to keep his business going and keep the medium alive as he saw "head shops," a major source of income, falling by the wayside. Thus he established the Krupp catalog, a plethora of material from underground comics to head supplies.

Even in the early '70s, Kitchen admits that he was already starting to mellow out. One advantage of this mellowing was his pursuit of the artists he admired. He approached Will Eisner, who provided new *Spirit* material to the humor anthology, *Snarf*, and effectively brought Eisner back into comics. Eventually, Kitchen Sink would reprint the entire post-World War II *Spirit* output in comic form.

In the years to come, Kitchen would set a standard of producing quality material including trading cards, comics, records, and even candy bars. The company ran through periods where one wonders how Kitchen survived.

Then a year ago, Kitchen Sink was combined with Tundra and took over publishing responsibilities of several prestigious comic projects. Rumors fly about the deal, but Kitchen is upbeat about its outcome. "The coming together of Tundra allowed us to inherit some wonderful titles like *From Hell* by Alan Moore, *Understanding Comics* by Scott McCloud, and too many others to mention. There are obviously some others that I would not have done myself. I think Kevin Eastman had the ability to subsidize some collections and titles that otherwise would not have seen the light of day. He's to be commended for that. We've tried to preserve the best of the projects in motion. I think that inasmuch as two companies can have similar ideas and goals, we did share them, and that made it easy. Tundra needed direction."



Perhaps one of the reasons Tundra failed as a business can be explained in an example Kitchen gave from his days as a starving artist and self-publisher. "I remember being at the *Playboy* mansion one time with Harvey Kurtzman, getting into a discussion with Shel Silverstein, [Hugh] Hefner, Harvey, and myself. Silverstein proposed to Hefner that he should have a nice house where starving artists and writers could live and be subsidized by *Playboy* and do great things. Hefner purled on his pipe and listened and thought it over. Harvey Kurtzman said, 'No, Hef, you mustn't do that. That would stifle creativity.' I remember sitting there as a starving artist myself and thinking, 'Whoa, Harvey, I might want to live in this place.' He argued very persuasively that, no, you cannot live in the lap of luxury and be creative. You have to suffer, to some extent, to have something to say.

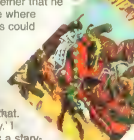
In a way Kevin did what Silverstein proposed Hefner do. It was a commendable effort I think to underwrite projects, and be very generous with artists, but it's not always a motivation."

Even with his newfound stability, has Kitchen ever wanted to just chuck it and go back to being an artist? "I remember I was very close to throwing it all in and Harvey Kurtzman talked me into staying, which was not what I wanted to hear. I basically told Harvey that I wanted to be an artist again. He said, in essence, 'Artists are a dime a dozen, it's hard to find good publishers. We need you.' Without getting too sappy about it, I couldn't ignore his advice.

"It's truly the challenge that's driving me. I think that the medium is still exciting." ▲



"John Kricfalusi called me a few years ago when *Ren & Stimpy* was starting to take off. He said, 'you have two geniuses at Kitchen Sink Press, Harvey Kurtzman and...' I thought he was going to say Will Eisner, but instead he said Pete Poplaski. He went on and on telling me how great Pete was and how he walked into a comic shop one time. There was a whole section of books that he said drew his eye like a magnet. When he walked over to that section of the wall, he noticed that they were all designed by Pete Poplaski. He said, 'This man knows color like no other artist I've ever seen.' Then he proceeded to try and hire him. Pete got on the phone, hemmed and hawed, and told John he wasn't interested in moving to Hollywood and making a lot of money, and hung up."



MARK SCHULTZ & XENOZOIC TALES

"He's a painstaking craftsman, and nothing half-assed ever gets out of his studio. He's kind of like a Dave Stevens or a Bill Stout. The work is so beautiful that you're willing to wait for it, frustrating as it is. It shows young artists that if they really have a commitment to a strong vision, and are willing to hone their skills, and be patient, that a creator-owned property can break through. It's not easy. It takes someone like a Mark Schultz to periodically show that an independent black-and-white comic can lead to greater things."

KINGS IN DISGUISE

"I think that in many respects this can be like the *Huckleberry Finn* of the comics industry, something that sells forever and ever and ever. It's one that we take special pride in. When Jim Vance showed me the outline for the story in Dallas some years back, I liked the premise, and I thought it would be a real long shot bringing it to the printed page. Dave Shriener, who was my editor-in-chief at the time, and I had enough faith in it that we decided to find the right collaborator, which ended up being Dan Burr. It opened a lot of eyes in and out of the industry. It won the top Harvey and Eisner awards. *Publishers Weekly* called it one of the top paperbacks of 1990. It still gets reviewed. In fact, this month, *American Heritage* gives it an excellent review. It hasn't been forgotten." ▲



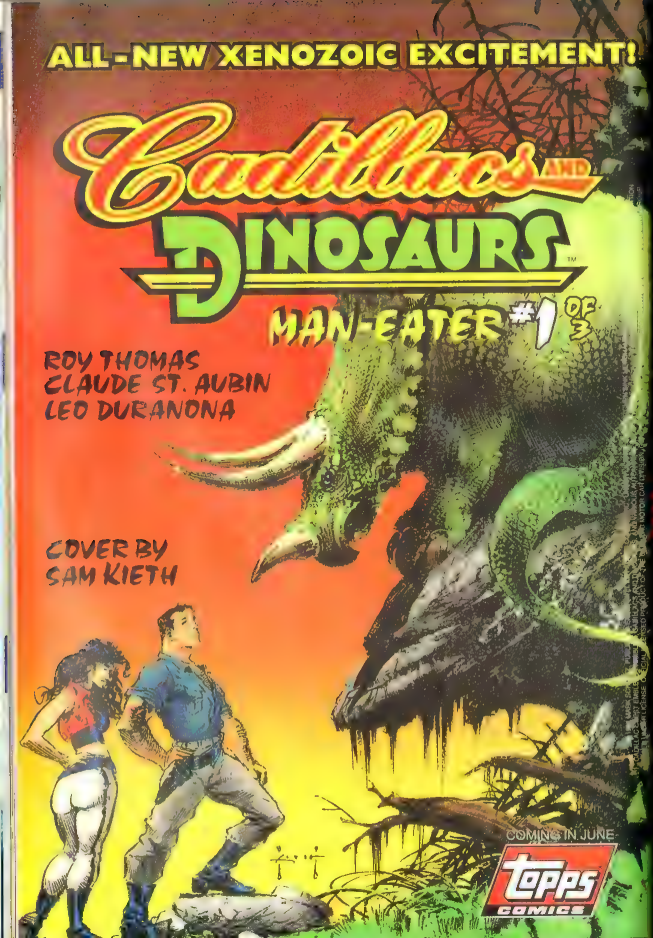
ALL-NEW XENOZOIC EXCITEMENT!

Cadillacs AND Dinosaurs

MAN-EATER #1 OF 3

ROY THOMAS
CLAUDE ST. AUBIN
LEO DURANONA

COVER BY
SAM KIETH



COMING IN JUNE

topps COMICS

THIS IS BADGER!



THIS IS BADGER!



CONFUSED? So's

BADGER

We're launching two NEW BADGER series this July, 'cause one comic just can't contain all his multiple personalities! Catch:

BADGER: SHATTERED MIRROR #1
Art by Jill Thompson
and
BADGER: ZEN POP FUNNY-ANIMAL VERSION #1
Inked by Val Mayerik. Color cover & pencils by Steve Butler.

They're both written by MIKE BARON, and that should be reason enough to get 'em!

HERE THE BREAK

SHIPPING IN JULY!

DARK HORSE COMICS

Badger ™ & © 1983, Dark Horse Comics, Inc. & Bryan Talbot. Mage The Hero Discovers the Mean, The Great Hall, and Associated Indicia © Dark Horse Comics, Inc. Dark Horse Comics® and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. All rights reserved.



SPOTLIGHT ON:

NEAL ADAMS

Continuity Comics

THE LEGENDARY ARTIST AND DRIVING FORCE BEHIND CONTINUITY COMICS TELLS ALL

BY CHRIS GOLDEN



Today, Neal Adams spends all of his time as the foundation and driving creative force behind Continuity Comics. It's a job that's been made quite difficult over the past year but, according to Adams, it's one with clear sailing ahead.

During the 1970s, it seemed that Neal Adams simply hopped from one fan favorite to another, making them great all over again. His art for such titles as *X-Men*, *Avengers*, *Batman*, and *Green Lantern* has spawned two generations of imitators and is considered seminal work by fans and artists alike.

When one considers that Adams was once master of such characters it's hard not to wonder what he thinks of the modern, revisionist versions of said characters, Batman and Green Lantern in particular. He admits that he is "not thrilled with the altered version of Batman," but Green Lantern is another story. "I'd love to have them bring Gil Kane back to *Green Lantern* and have him mess with it for a while," Adams suggests, "but I applaud that they keep taking shots at trying to breathe some life into him."

Part of the reason Adams' work has always been so well received is that each time he took over a title, his work proved a huge stylistic departure from what had gone before. Nowhere is this more evident than in his first Marvel job, *X-Men* #56. It's a story that's typical of his career.

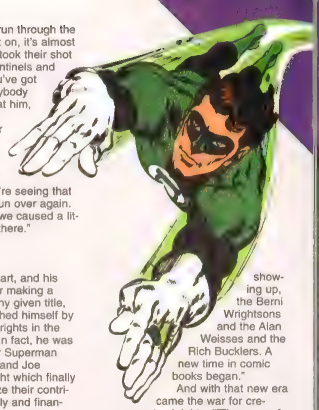
"Stan Lee offered to let me do pretty much any title I wanted," Adams recalls. "I said 'You mean like *Fantastic Four* or *Spider-Man*?' and he said 'Sure, whatever you want to do.'"

Adams asked Lee about Marvel's worst-selling title, and Lee admitted it was *X-Men*, which he and Kirby had created, and which would be cancelled after two more issues. Adams baffled Lee by asking for those two issues. In his own mind, though, Adams' motives were very clear. "I wanted to do *X-Men* because they intended to cancel it," he admits, "just like they did with *Green Lantern* (before I came on), and they'd probably leave me alone. I could pretty much do what I wanted

to it, even as I started on it, that this was a comic book that had tremendous potential," Adams remembers. "Within the 10 issues that I did [with writer Roy Thomas], I brought back the Sentinels, I created Havok, I created Sauron, I brought Magneto back to life, I brought Professor X back to life, I created all those characters in the Savage Land and then they canceled the book. Afterward, they found out that the sales figures had actually picked up. In those days, since they were selling on newsstands, they didn't know how the books were selling for six months."



Adams is proud of the increase in sales, but he's more proud of the effect which he believes those stories have had on one of the most popular comic books in the world. "It seemed like every new young artist that came to Marvel from that moment on wanted to do *X-Men*," he says. "If you were to run through the stories from that point on, it's almost as if every new artist took their shot at Sauron and the Sentinels and the Savage Land. You've got the old lion, and everybody wants to take a shot at him, see if they can do it, which I think made for a lot of good comic books. Similarly, it makes for good television shows. On Saturday morning we're seeing that same bunch of stuff run over again. For about 10 issues, we caused a little bit of a revolution there."



Other than his art, and his propensity for making a splash on any given title, Adams has distinguished himself by his work for creators' rights in the comic book industry. In fact, he was the chief advocate for Superman creators Jerry Siegel and Joe Shuster during the fight which finally forced DC to recognize their contributions, both nominally and financially. Though humility certainly doesn't seem to be Adams' strong point—he's a legend in the industry knows it, and doesn't care who knows he knows it—that self-awareness stops when it comes to Siegel & Shuster.

"Jerry had a job where he earned $7500 a year as a clerk," Adams explains with a sigh. "Joe, because he was legally blind, lived basically off the good will of his brother who worked and lived in a small apartment in Queens and really didn't make much of a living at all. Fortunately, we ... it's a very long story; you don't want to hear it."

Well, we *do* want to hear it, but Adams doesn't want to tell it. He *will* talk about creators' rights in general. "When I came into comics it was a very, very sad place to be," he recalls. "Comic book artists did not want anyone to know they were comic book artists. In 1953 the country attacked comic books the way they attacked Communists. Being a comic book artist was pretty much the same as shitting on the Statue of Liberty. When I came into it, my attitude was 'Wow, this is cool.' They all told me I was crazy, and of course, I was not. They were just beaten down.

"As time went on," he adds, "many of us did work that inspired young people to think that maybe there actually was a living to be made in comic books. And then they started showing up, the Berni Wrightsons and the Alan Weisses and the Rich Bucklers. A new time in comic books began."

And with that new era came the war for creators' rights. "[There were] hard fought battles," Adams concedes, "and many of the creators in the industry were against the things we were fighting for. But, you know, as far as I'm concerned, the battle is over. We have stepped into the 20th century. Things are much better, things are a lot more equitable. A comic book artist can hold his head up high."

As a second career, in whatever spare time he is able to eke out of his schedule, Adams has begun to move into the movie business. He did some design work on Stuart Gordon's horror flick *Dolls*, and recently directed a film called *'Nanas*, which has been bought by Troma and released in Europe as *Death to The Pee-Wee Squad* ("It's not a great film," Adams confesses, "but it did allow me to figure out how you make a film.")

Unfortunately, Neal seems to have less time for such pursuits with each passing year. Most comic book artists would probably scoff at the suggestion that the time Adams spent as one of the industry's hottest artists was simple and carefree, but as a writer, artist, and owner of Continuity Comics, his life is infinitely more complex.

Adams, and his company, have come under fire recently on a number of issues. First, there is the lawsuit pending regarding the creation



"WHEN I CAME INTO COMICS, IT WAS A VERY, VERY SAD PLACE TO BE. BEING A COMIC BOOK ARTIST WAS PRETTY MUCH THE SAME AS SHITTING ON THE STATUE OF LIBERTY."

"SUPERMAN VS. MUHAMMAD ALI ...I THINK I DROVE MY RACE CAR OVER A LOT OF GOOD TERRITORY ON THAT BABY. I THINK I REINTRODUCED SUPERMAN IN THAT BOOK."

and ownership of *Ms. Mystic*, Continuity's flagship title. Michael Netzer, a former associate of Adams, claims that *he* created the character, only to have it stolen from under him while he was out of the country.

"You have to look at my career," Adams offers in response, "and what I've tried to do for creators' rights, and assume, if you will, that the logic is, that the last thing I would ever do would be to deprive anybody else of their rights. That's all I can say."

Continuity has also been criticized for shipping books out of sequence, but Adams insists that such criticisms have come mainly from misunderstandings and bad judgment. The main confusion has centered on Continuity's *Valeria, The She Bat*. Issue #1 shipped as scheduled, but issue #2 has never appeared. Instead, when the next issue was published, the numbering jumped all the way up to #5. As crazy as it sounds, Adams does have an explanation. First, #2 is a giveaway for retailers, which will ship along with the final issue of *Deathwatch 2000* (soon). Issue #3 was going to be a Spawn, but when Todd McFarlane dropped that deal, Continuity had a major problem.

"Number three was ordered as though it were *Valeria/Spawn*," Adams explains. "Which means that instead of ordering 50,000, retailers ordered 200-300,000. So if we had labeled it #3, we would have shipped 300,000 without Spawn. Rather than rip people off and put out a #3 without Spawn, we called it #5 and shipped it on the month that #5 was solicited for. That seemed like the logical thing to do, but people got upset. I don't actually know why they got upset because it was the beginning of a story. The thing that came back to us was, we should have resolicited. On reflection, that would probably have been a smarter thing to do. You just never know. You pays your money and you takes your chances."

But why did Todd pull Spawn in the first place? "We only had a handshake deal," Adams says, "and he decided to pull the plug on it for .. whatever reason he says. I didn't quite understand his reasoning and I would rather not speculate. It's his character, he has a right to say no. Unfortunately, that affected us and a lot of people who were interested in buying it."

Still, at least all of this conflict brought Continuity to establish a new editorial policy. "Our attitude is, we are not going to advertise or solicit anything that isn't done, finished, complete. We're not going to go through this process again."

So what will the future hold for Continuity? How will the company proceed from here? Cautiously, but aggressively.

"There are an awful lot of comic books out there," Adams says. "Most of them don't have a story that you want to pick up a year from now and read over again. That's what we tried to do with *Deathwatch 2000*, and as we were approaching *The Rise of Magic*. We stopped putting that out and now we are going to complete the whole thing before we advertise, promote, and sell it.

"In this industry," he continues, "we've called ourselves comic books for a long time, but really, we're periodicals. At Continuity, fortunately or unfortunately, we spend a lot of time on our books, and in reality, you almost can't do a monthly title that way." Instead, Adams says, the company will do almost exclusively miniseries going forward, with the possible exception of one or two monthlies. "We'll let people know when the story is going to begin, when it will end, and when it's done they don't have to pick any more comic books; they can just go buy their *X-Men*. We're just better at that. When we start to turn out monthly books, which we did for three or four months there, they start to look ragtag. I mean, they start to look like ... other companies' books."

After *The Rise of Magic*, there will be a story based on Adams' Knighthawk character, and then an opus that has been percolating in Adams' brain for decades: *The Intergalactic War*. Beginning with a mystery surrounding the origin of Ms. Mystic, the story harkens back to an earlier phase of Adams' career.

"When I was doing *Avengers*," Adams says, "I started the Kree-Skrull War. But, you see, I never got to finish my Kree-Skrull War. I started it, but unfortunately I lost my partner [Roy Thomas] and basically lost my interest in doing it. But I did get a lot of juice out of the Kree-Skrull War and I did intend it to be much more than it was. It rose to a point where it should have blasted into the galaxy, and then it kind of pissed away. That's not going to happen this time."

Before *Intergalactic War*, however, Continuity must finally publish *The Rise of Magic*, which Adams promises is "really a hell of a thing."



Three men share the same name and soul, two in 3400 B.C. and one in the present. Shaman, as all three are called, exist simultaneously, so that when the current Shaman is 30, he will know what his "brothers" knew at the identical point in their lives, but no more. Therefore, though as "brothers" defeated magic in their own time, he cannot know how they accomplished this until he reaches the age at which they did it. The only problem is that magic is already coming back, and he doesn't have time to wait for answers.

"We have virgin sniffer, human sacrifice, magic in all sorts of forms, all kinds of shit going on," Adams laughs. "So you can see why we stopped sending the books out down the trough of this insane return-crazy, nutty bullshit. We had such good stuff we backed out and said, hold it. We've got to get out of this whirlpool.' We're putting out the last issue of *Deathwatch 2000*, which really is terrific, and *Valeria* #2, which goes with it to the store owners, is quite good too. It's going to have a fuzzy Valeria on the cover; run your fingers over her and she's got fur."

It probably sounds kind of kinky, and yet that cover brings us to another of the criticisms Adams has received of late. While all of this insanity was happening at Continuity—late books running even later, then the *Spawn* crossover fiasco— Adams took the time to pencil two issues of Now's *Mr. T and The T-Force*. Why would he do such a thing? Actually, for the best reason of all.

"You know," he sighs, "you gotta make money." There's more to the story than just lining one's pockets, however: "We gave away 100,000 issues with that glow-in-the-dark, furry *Valeria* cover," Adams says. "Those two issues of *Mr. T* paid for that special cover. Otherwise we couldn't have afforded it. We're not financed by a big corporation."

In a career as stellar as Neal Adams', picking out any one work to call his apex is a fruitless task. Instead, one wonders what is he proudest of? What will he be trying to top as he moves into the future?

"I'm a storyteller," he reminds us. "I don't really like individual books, I like runs of books. Of course, I think the run of *X-Men* books were quite good, and I'm so joyful about the things I'm doing now but there are certain things I would say don't get a lot of recognition. *Superman vs. Muhammad Ali*, for example"—which readers can probably pick up for about $1.50, if they can find one—"I think I drove my race car over a lot of really good territory on that baby. I think I reintroduced Superman in that book. I think I revitalized him. I showed him with a black eye and I made fun of him. Denny O'Neil only wrote the dialogue for the first bunch of pages and I finished the book off. I had Superman fighting Ali, and the ring announcer says that Superman was requested to wear the costume because as far as the rest of the galaxy was concerned, the small difference in the tone of the opponents' skin is not enough to make them recognizable. I think that's a juicy piece of my career that's not quite as recognized as others.

"I'm a storyteller," Neal Adams says again. "Whether I do it with pictures or with words, I'm unabashed about this: I can make you cry, I can make you laugh. I am a storyteller." ▲

ANATOMY OF A HERO



Unlikely is a kind word for Lester. This nerdish boy is **Nature's answer to personal radar.** marooned on a desert island that is crawling with pirates! All Lester wants is to go home. Between the beaches and his home lies an adventure so incredible, it might just make a man out of him! Digitized graphics brings Lester's every jerky step to life in true Geek-O-Rama action!

Solve riddles, use items and grab treasure in the hottest game to test any kid. Hey, jam it in their face and you may even get a kiss from Tikka, the jungle babe!

- 8 Megs of hilarious action and heroic adventure!
- Smooth animation makes it feel hel-a-real!
- Use boomerangs, rocks and props to escape the savage island!
- Over 14 levels of mind-popping puzzles, daring challenges, and deadly traps await Lester.

DTMC Inc.
370 Convention Way, Suite 202
Redwood City, CA 94063

DTMC is a Registered Trademark of DTMC Inc. Reg. U.S. Pat. & T.M. Off.
Lester the Unlikely is a trademark of DTMC. Lester the Unlikely developed by Visual Concepts. Nintendo®, Super NES™ and Super Nintendo Entertainment System® are trademarks of Nintendo of America
©1993 Nintendo of America Inc.

MIKE W.
BARR

STEVE
ENGLEHART

STEVE
GERBER

JAMES D.
HUDNALL

GERARD
JONES

JAMES
ROBINSON

LEN
STRAZWESKI

WRITERS ARE THE BEST ENHANCEMENT!

MALIBU COMICS

ULTRAVERSE

MALIBU COMICS and ULTRAVERSE are registered trademarks of Malibu Comics Entertainment, Inc.



GENERATION X

THE CHOICE OF A NEW GENERATION?

By John Benton



In September, as millions go back to school, a class of a very different kind will be beginning its term. *Generation X* will be the newest member of the popular X-line, written by Scott Lobdell (*Uncanny X-Men*) and drawn by Chris Bachalo (*Shade the Changing Man*, *Death: The High Cost of Living*).

Lobdell, an avid fan of the X-titles long before he began to write them, considers the book to be well within the *X-Men* tradition. "A lot of the memories of the X-Men involved the whole concept of a school for people who have to learn about their powers. Years later, when Chris [Claremont] did *New Mutants*, again, it was the appeal of seeing the characters learning and going through the process of being a superhero.

"For years, the rest of the industry has been trying to do their 'take' on the X-Men," Lobdell says of the recent trend in "cookie-cutter" superhero teams. "Our goal is to set a new standard and have people ripping off *Generation X* for the next 15 years!"



Lobdell feels there is a historical precedent for being so different. "When Len [Wein] and Chris [Claremont] redefined the X-Men in the '70s, they were different," Lobdell says. "The same way the X-Men were different when Stan [Lee] created them. In the same way, *Generation X* is going to be different for this generation of X-Men fans."

Beginning at the San Diego convention last August, Lobdell and Bachalo began the give-and-take mechanics of putting the team together. Bachalo recalls creating Chamber, one of the first characters they discussed. "When Scott came to me I had my sketchbook with me. I handed it to him, he said 'This is what I had in mind,' and then he did a little doodle. I took that doodle home with me and we talked about it—what he can do, what kind of personality he might have, how he'd fit into the group. I added a bit of my own personality into it."

Lobdell did not want to simply dictate the story, but rather sought a true collaboration with Bachalo. "Rather than me creating a bunch of characters and stories and handing them to him as the artist-for-hire, I very much wanted him to be a part of the whole creation process." This was vastly different from Bachalo's previous work. On [previous projects], all of the ideas were already created by the writer and everything was established. With *Generation X*, I've been much more involved with putting the actual characters together—their personalities, what they look like."

The act of creating a look extends to some long-standing X-Men characters because *Generation X* includes a mixture of older X-Men cast members and a diverse array of new characters. The teachers of Generation X—Banshee and Emma Frost, the former White Queen—are both well-known to long-time fans, though it's doubtful anyone would picture them on the same side. "Rather than have Banshee alone be the teacher," Lobdell explains, "I was thinking it would be better to have someone to play off of, someone with the experience of having raised her own group of mutants at one point, and somebody whose ideology is so diametrically opposed to Charles [Xavier]."

Meanwhile, Jubilee will also "transfer" into Generation X. Don't expect a smooth transition, though. "To the rest of the team she might be seen as the team boor in the sense that she's always reliving her past experiences with the X-Men," Lobdell says.

Bachalo was not very familiar with the X-Men before his work on *X-Men Unlimited* #1, so he came at all of these established characters with fresh eyes. "I'm trying to attune everybody into a general look. To bring the already-established characters into the group, I thought it might be best to change their costumes and appearance. Each of the characters is growing; maybe they're trying on a



different face. What I've been trying to do to make [Jubilee] more interesting is give her more of a mature look. Banshee, I'm giving a little bit more of a cool costume. Being one of the teachers, he'll stand out from the rest of the group, but he'll still belong. I changed [Emma Frost] out of that underwear outfit and gave her something different but still in character. Hopefully everybody will belong and fit together."

The rest of the team expresses a variety of opinions and situations which should allow everyone—teen, pre-teen, or post-teen—to relate to them. For example, there is Paige Guthrie, sister to X-Force's Cannonball, with the simple sentiment of sibling rivalry. "She's very much in competition with him," Lobdell says. "Because of this, she becomes almost obsessive about becoming an X-Man. As far as she's concerned, she's the team leader from the second she throws on the uniform. That's not the case, but they're going to have to break that to her slowly.

"Synch is a character who is totally at ease with his powers, the same way that he is at ease with most aspects of his life. He knows how to handle himself in any situation. The guy you want at your back fighting for you and leading the situation, but not necessarily the type of guy you'd want to be locked in a room with for any great length of time. Then there's M, a character who, at first glance, is perfect. Eventually, we find out that it all comes with a price. She has a vested interest in keeping that price from the rest of the team."

Not all of the *Generation X* members are fighters. Mondo, for example, is possibly the most laid-back guy in comics. "He grew up with the understanding that there is always a way around a situation without having to resort to violence" Lobdell explains. "He is going to force the world to change around him, rather than changing in response to the world. His simple and uncomplicated take on life is going to be impacting the team, even some of the supervillains he faces."

Lobdell has no intention of allowing Generation X to be another assortment of near-perfect teens, though. Some of the members of the team could be considered downright *ugly*. "I wouldn't say 'ugly,'" he argues, "so much as 'inaccessible to the mainstream,' which is what I think any one of us fashions ourselves to be." He continues to explain with examples of the mixed feelings associated with such difficulties. "I feel that a lot of kids can't function for whatever the reason, or they're not a part of the group. Because of that, I feel that Chamber is the one that's going to be the moral center for the team. Chamber is an example of the reason that there has to be a Generation X. Skin's a little different. Here's a character who grew up in South Central L.A., kind of living in an urban war zone. Although he is horribly mutated, this is his ticket out of the death and



" I want to read about characters who have the strength to believe in something."

suffering that has been his life for years. Because of that, he comes at it from a different angle than Chamber does. Chamber is very bitter because this horrible mutation ruined his life, whereas Skin is, on some level thankful for the experience."

When the heroes are as frightening as Chamber or Skin, what can be done with the villains? One of the first is Emplate, who Bachalo truly enjoyed working on. "Scott came up with the idea that his ability is to suck the genetic marrow out of whoever he is encountering. It sounds disgusting, and that's exactly what I wanted his physical appearance to reflect. I liked the vampire aspect. I wanted to make him a really disfigured, monstrous, terrifying, macabre, diabolical looking thing. I think we've attained that."



Considering Lobdell started at Marvel by telling stories of lesser-known characters (like Shamrock or the Constructor in *Marvel Comics Presents*), his other goal for *Generation X*'s adversaries suits him perfectly. "Chris and I are looking at finding one of the more obscure X-villains–something like a Locust or Conquistador. Someone who's been written off as lame." Lobdell plans on "churning their guts around a little and coming up with a really cool character."

"We're not going to be dealing with the villain-of-the-month," Bachalo says of the series. "Rather, we're going to be dealing with the relationships between the characters, learning their power, experimenting, and the constant stress of working with that."



Obviously, Lobdell agrees completely. "We'll tell a lot of smaller stories, along the lines of 'Song's End' [Lobdell's epilogue to the 'X-Cutioner's Song' story line]. There will be a lot of high adventure, but it won't be them going up against the usual gang of suspects."

"At the beginning I was very reluctant about the idea of doing superhero books," Bachalo admits. "When I started doing the book, I was debating on whether to adopt a more traditional superhero style or to bring in my style. I arrived at the decision to do what I do best. Because we're dealing with superheroes, I did throw in more of a superhero angle than there might be in *Shade*, or the action might be pushed a little bit more. More of that opera, musical feel, where situations are hyped up a little bit more. I think it's going to have more of a 'real' feel to it. A lot of my focus, and I think it's the main strength of my work, is my storytelling. Doing splash pages is not the most important. It's probably going to be a little bit darker in feel; that sort of reflects my personality."

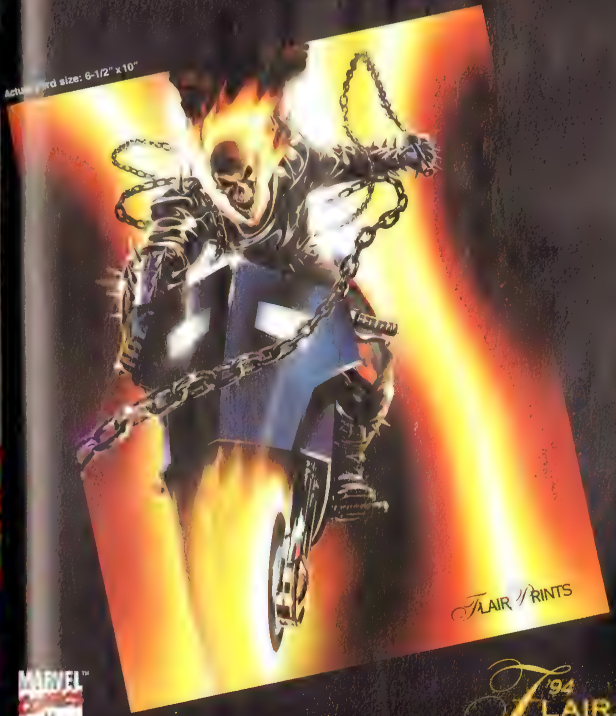
Lobdell warns not to take it at face value, though. "This is a book about optimism, about trying, getting through tomorrow, and realizing that we're all in this together. That's what superheroes are. They're not the people who get beaten back by life; they're the people that beat life back. I think that's what people want to see in their superheroes, and mutants in particular. If they're not there for a reason, and they don't have Charles' dream to believe in, then it's just a bunch of sado-masochists, just a bunch of leather-wearing people who like to have their butt handed to them every few months."

How does Bachalo feel about this apparent contradiction in style? "That's how Scott and I complement one another. He has a brighter, good-natured, happy style. I'm a little bit darker. You get a little bit more of a grey feel to it, with bits of black and white. Like Penn and Teller: one talks a lot, the other doesn't talk at all. Together they make beautiful magic. ▲



INTRODUCING FLAIR PRINTS OF THE MARVEL UNIVERSE

Actual card size: 6-1/2" x 10"



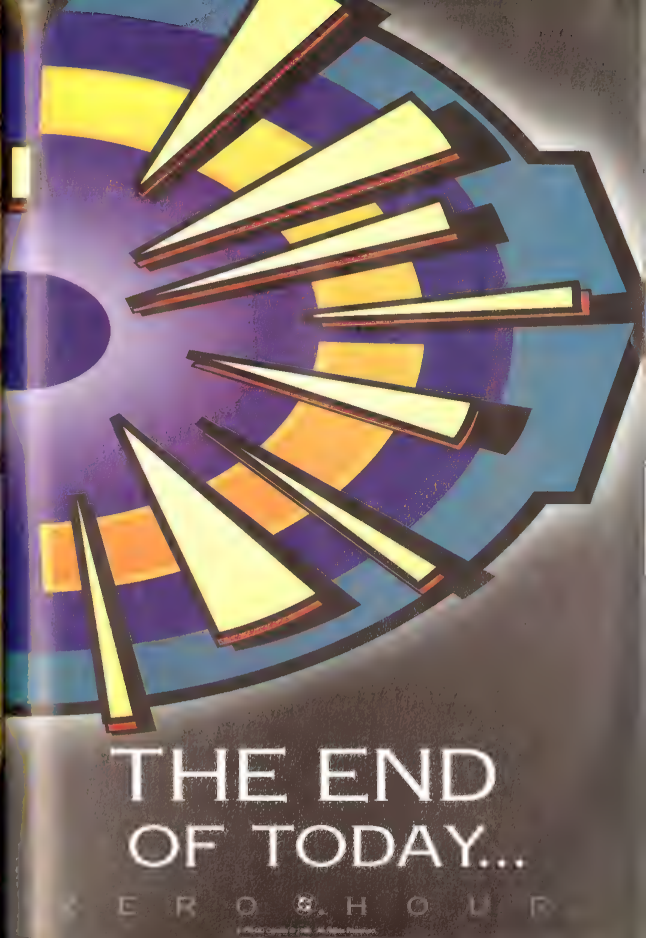
FLAIR PRINTS

MARVEL COMICS

'94 FLAIR

©1994 Marvel Entertainment Group, Inc. All rights reserved. Produced and distributed exclusively by Fleer Corp. ©1994 Fleer Corp.


SCHISM
DEFIANT


THE END
OF TODAY...
ZERO HOUR

"If you died and a year had passed since you died, you have to assume that everyone you loved and the people who loved you would have to come to terms with having lost you." — Brandon Lee

The darkest avenger on the movie screen doesn't arrive with steroid-pumped muscles or high-tech Batgear. Instead, the creature who was Eric Draven arrives into the night clawing his way, cold and wet and disoriented, from his grave. It's almost Devil's Night in the burned-out near-future city of Detroit, and for the men who callously killed Eric and raped and murdered his fiancée, Shelly, there's going to be hell to pay. Above the carnage flies a sleek black bird, its eyes seeing all and condemning the evil to violent deaths.

The saga of *The Crow* began for artist/writer James O'Barr in 1981, when, in response to personal tragedies, he began writing and drawing the stark and angry comic series "Eric is able to return from the grave because some things cannot be forgiven," says O'Barr. "I believe that there could be a love so strong that it could transcend death, that it could *refuse* death, and this soul would not rest until it could set things right."

The visually explicit series didn't find a publisher until 1989, when small-press Caliber took the project on. The final issues of *The Crow* ended up at Tundra, who released them as three squarebound comics in 1992. Recently, Kitchen Sink released a collected—and expanded—edition. The gothic noir comic of dark justice was critically well-received, and fans wanted more.

"When I first met with Alex Proyas, the director, one of the things that he talked about was wanting to see the film through Eric Draven's eyes. You're dealing with .. a man that has come back from the dead, and I think the thing that I enjoy most about this is the questions it raises." **Brandon Lee**

When horror/cyberpunk writer John Shirley shared *The Crow* with film producer Jeff Most in 1989, Most soon teamed up with Ed Pressman to turn it into a feature film. Shirley was teamed with splatter writer David J. Schow, and the two began crafting a film that both shared O'Barr's original vision, and veered away from it. "We had to individualize the bad guys that killed Eric and give them distinct personalities," says Schow. "Also, in the comic book, Eric knows what his mission is and what happened when he was alive. We decided that it would be more compelling for the plot to have Eric putting the pieces of his life together as he went along."

Pressman cast Brandon Lee, son of the late martial arts star Bruce Lee, in the film, saying "he had a sense of vulnerability and drama that was very well-suited to 'The Crow.'" Lee lost 15 pounds for the role, learned how to play the guitar, and worked out killer choreography with stunt coordinator Jeff Imada. With music video director Alex Proyas in place, the film was set to roll.

'The comic book is black-and-white and it takes place in a very black-and-white world of good and evil," says Proyas. "We've given it that quality through lighting and being very selective and specific about color." Proyas also wanted to integrate a dark, expressionistic mood with the raw energy of the heavy-metal/industrial rock soundtrack.

Filming was set for North Carolina, where, on Carolco soundstages and film-lot streets, the burned-out Detroit designed by production designer Alex McDowell and art director Simon Murton took shape. The cast assembled, and readied for work, but the dark and violent tone of the film seemed to seep through the sets and permeate the atmosphere. In what came to be known as "The curse of *The Crow*," freak mishaps and accidents turned ever more deadly.

"You tend to take a great deal for granted, because you feel like you're going to live forever. . ." **Brandon Lee**

Feb. 1,1993, the first day of shooting in North Carolina, carpenter Jim Martishius was severely burned on his face, arms, and upper torso while working on the set. His crane hit some power lines, leaving Martishius to face years of surgery. Later that same evening, a stunt publicist was in a car accident, and a *Crow* equipment truck caught fire.

As the shooting continued, more weirdness interrupted proceedings. An angry sculptor drove a car through *The Crow*'s plaster shop. A drive-by shooting perpetrator was stopped by *Crow* filming barriers and caught by police. Another carpenter stabbed himself through the hand with a screwdriver. A storm on March 13th destroyed many of the sets. Shortly thereafter, production coordinator Jennifer Roth told *Entertainment Weekly* that the set was cursed. "We have a lot of stunts and effects, and I've been on productions before where people have died." The words were eerily prophetic. On March 31st, with only eight days of shooting left, film star Brandon Lee, son of the legendary Bruce Lee, was fatally shot with a gun that supposedly carried only blanks. Lee was carrying a blank explosives which were to detonate mimicking a gunshot—during a flashback sequence in which he was to be murdered.

"I must say I've never done anything where I felt that the violence was as justified as it is in this. The man I'm playing was murdered; the woman he loved was raped and murdered. And he has come back to settle the score. . ." **Brandon Lee**

The Crow producers stopped production on the film, consolidating the material they had. There were only three more days Lee was scheduled to work, and several more days featuring other actors and scenes. However, the scene where Lee was shot, and most of the flashbacks, would now have to be restructured and reshot.

After Proyas rewrote the necessary scenes and flashbacks, the cast and crew reconvened in North Carolina on May 26. Many, including preteen actress Rochelle Davis, and Funboy actor Michael Massee, were understandably unnerved to come back to the sets. A grief counselor was available for the remaining two weeks of filming. Expository scenes were added between Davis' street-urchin Sarah, and friendly cop Albrecht (played by Ernie Hudson), talking about Eric and his fiancée Shelly's love for each other. A new narration was added to the film, told in the emotionally-scarred little-girl voice of Sarah.

Michael Massee, playing the villainous boy, was the trigger man unexpectedly, his prop gun fired a .44 cabbullet instead of the blank it was supposed to, striking Lee in the abdomen. After 12 hours of emergency surgery, the young star was pronounced dead. Brandon was buried in Seattle next to the grave of his father, Bruce Lee.

In one of his last interviews, Lee said "there are wonderful people everywhere who have awful things happen to them, who are never given a chance to do anything about it." In talking about his intense role in *The Crow*, Brandon Lee was speaking of the future, nevermore to come.

In the scenes where Lee (or a close approximation thereof) was required, stuntman Chad Stahelski, a sparring friend of Lee's, was pressed into action, sharing duties with Lee's stunt double, Jeff Cadiente. Many of the scenes were long-shots, while some, such as the murder of Eric, were completely re-written and reshot only showing Eric from the back. A revolutionary computer process also allowed the special effects unit to remove Lee's figure from existing footage, and optically place it into other backgrounds; thus, a shot of Lee shivering in a rainy alleyway could now become a shot of Lee shivering inside his wrecked apartment.

With the film completed, Pressman worked on getting distribution for it. Potential distributor Paramount decided to pull out because of the negative publicity, and the film made rounds to several studios before Miramax picked it up. Meanwhile, Lee's mother agreed to an out-of-court settlement with the producers, and the filmmakers were given an "OK" to proceed on the film.

The Crow had been originally scheduled for an August 20 release, but by now it was delayed until May 13. When it was pointed out that the premiere would fall on Friday the 13th, plans were quickly made to premiere the film in selected cities two days earlier. Pulling in over $11 million on its opening weekend, *The Crow* was a hit. The producers are already talking a sequel, with another person as The Crow (rumors are that it will be a woman), which is expected to begin filming this fall.

As a finished product, *The Crow* is a spectacularly dazzling and dark film, with the most atmospheric and decaying look since *BladeRunner*. With a fraction of the budget, the designers have out-dark decoed either of the *Batman* films. Brandon Lee is best when confused and subtly humorous; during the action sequences, he displays little character. Though the story veers away from O'Barr's comic significantly, it still *felt* right. One has to reread the comic after seeing the film, to pick out which scenes were O'Barr's, and which were the screenwriters'. *The Crow* soundtrack is also memorable, with many of the most popular industrial/heavy metal/punk bands sharing tracks (and for a few of them, screen time in the film).

Lee was a fervent supporter of the film when he was alive, and I believe he's well-served by the finished product. It would truly have been a shame had *The Crow* stayed in the dark.

"I don't know if I was destined to play this role, but I feel very fortunate for doing so." **Brandon Lee**

-by Andy Mangels

SPONSORED BY THE BIGGEST & BEST IN VIDEO GAMES & COMICS

ELECTRONIC GAMING MONTHLY

ACCOLADE
GAMES WITH PERSONALITY

ASCIIWARE

DATA EAST

ELECTRONIC ARTS

EA SPORTS
ELECTRONIC ARTS

Interplay

Panasonic

image

SAFFIRON G&G

electronics boutique

EGM & HERO ILLUSTRATED SUPER TOUR '94

JUST ADDED!

AURA INTERACTOR

HERO ILLUSTRATED

ocean

2ND ANNUAL!

Coming to Comic Conventions Video Malls Across America:*








Southcenter
Seattle, WA

Mall of America
Minneapolis, MN

Chicago Comicon
Rosemont Convention Center
Chicago, IL

Wonder Con
Convention Center
Oakland, CA

Tri-County
Cincinnati, OH

Eastridge
San Jose, CA

Valco Fashion Center
Cupertino, CA

Smith Haven
Long Island, NY

Del Amo Fashion
Los Angeles, CA

Heroes Con
Holiday Inn Center City
Charlotte, NC

Glendale Galleria
Los Angeles, CA

Northlake
Atlanta, GA

Plaza Bonita
San Diego, CA

Dragon Con
Atlanta Hilton and Towers
Atlanta, GA

San Diego Comicon
San Diego Convention Center
San Diego, CA

Aurora
Dem

TX

Orlando Fashion Square
Orlando, FL

Play over 45 Hot, New Video Games • Meet Artists from Image Comics • Battle in Game Competitions
• Win Incredible Prizes - CD's, Comics, and a "Tales from the Crypt" Pinball Machine • Get a FREE Super Tour Power Pack

DON'T MISS IT!

THE SOFTWARE TOOLWORKS

THE SOFTWARE TOOLWORKS

SONY
IMAGESOFT

SUNSOFT

ATARI

Virgin GAMES

SOFTWARE ETC

WAREHOUSE

1993: Topps Comics introduced The Secret City Saga and a whole bunch of new characters created by Jack Kirby. The characters were Captain Glory, Bombast, Night Glider, and Satan's Six. These would be the last new characters created by Kirby. In a summer that ended up being one of the industry's most stressful, however, the Kirbyverse (as it would be called in the world of comics) seemed to get the short end of the stick.

1994: Topps doesn't give up that easily. They're conscious of the potential of any character created by Kirby. They make a decision to re-energize the Kirbyverse. They determine that, when it comes to revamping characters, there are few who can do it as well as Keith Giffen.

"The way they first approached it was, they have a book they're going to launch that's coming out of *Victory* called *Captain Glory And The Ninesmen*, which is Captain Glory, Bombast, and Night Glider, the characters from the Secret City Saga," tells Giffen. "I thought I would get a kick out of that, a return to penciling and playing around with some of the Kirby characters. From that, I'll bet they said, 'Well, why don't we ask him about *Victory*?'; which is the series that will launch the characters into that book, and also re-introduce Captain Victory."

Captain Victory the comic and character was created by Jack Kirby back in the late '70s and published through the now defunct Pacific Comics. It would be one of the first of the creator-owned comics created by one of comics' old guard. Pacific would also be the home of Kirby's *Silver Star*, Dave Stevens' *Rocketeer*, and Sergio Aragones' *Groo*.

Giffen won't go it alone, though. Along for the trip is Kurt Busiek, writer of Marvel's critically acclaimed *Marvels* series. Giffen's enthusiasm on the project is partially fueled by his respect for Busiek's work. "I consider *Marvels* to be the best comic published since *Watchmen*."

One challenge ahead for the two will be transforming the characters from looking like fuddy duddy '60s retreads into the types of characters that appeal to '90s sensibilities. Giffen explains, "I think maybe that was what was needed there, a little bit of that in-your-face Kirby approach. A lot of characters all over the place, a lot of bombast. Nobody was better at creating awe-inspiring visuals than Jack." To achieve this goal, one wonders if certain liberties will be taken with the characters and their costumes.

"That all depends," points out Giffen "I'm not going into *Victory* trying to do a Jack Kirby riff. What I'm trying to do with *Victory* is get across that Jack Kirby feel.

On *Captain Glory And The Ninesmen*, I asked if I could play around with them a little bit. What I think I've done is update them, hopefully without losing what Kirby was trying to get across—keeping in mind that these are Jack's characters."

Giffen wants to point out that this overhauling of the Kirbyverse won't be wholesale.

"With the Teen-Agents, I'm sticking pretty close to what has already been established. A nip here, a tuck there. With Silver Star it's just the way they've redesigned him for his book, because his book is going to come out of this and they've established a look for him. The ones that other people are already working on I can't very well go in and do any radical redesign, because it would fly in the face of whatever they're trying to do. You want to try to keep as much of the charm of these Kirby characters as you can. With *Captain Glory and the Ninesmen*, let me have a little fun here and goof around, but with the others I'm sticking pretty close to what's been established, or what I've already seen that will be established."

Don't be misled that because Busiek is writing the series, it will be another *Marvels* take. Giffen points out that Busiek isn't a "one-trick pony. "There's no need for him to do that, but from what I've read of the plots, it's a story that does feel like the good old Marvel books without being in the slightest imitative of them. It really builds. It's got a nice forward momentum. There are wonderful visual hooks that he's given me. He's interjected a couple of little mental quirks into the characters. I'm not talking like 'This one bitches and moans all the time.' They're heroes. There is not a homicidal maniac among them.

I'm not saying that this is the next *Marvels*, or this is the next step in comics. All I'm saying is that what we've got here with *Victory* is a good fun comic book that will reward your reading it. You won't walk out the tale end of it feeling like you were screwed out of your money."

If that's true, it will be unique in contemporary comics and a pretty good deal. But if any two guys in contemporary comics can pull it off in their attempt to rejuvenate the Kirbyverse, Busiek and Giffen would be a good bet. ▲

GIFFEN AND BUSIEK RE-ENERGIZE THE KIRBYVERSE
BY FRANK KURTZ

MADMAN
EXCLUSIVE 9 CARD SET!
Here you... Madman fans! Move like the wind and blow across dough or you'll miss out on this exclusive, all original never to be repeated Madman trading card set. For only $2.50 postage and handling, the whole enchilada is yours!
Don't miss out - ORDER IT TODAY!
RECEIVE THIS PLUS EIGHT OTHER CARDS!
ORDER YOUR EXCLUSIVE MADMAN NINE-CARD SET TODAY!
NAME
ADDRESS
CITY
STATE ZIP
Please send check or money order for $2.50 P&H* and mail to:
I Want Madman Cards
C/O HERO ILLUSTRATED
1920 Highland Ave., Suite 250
Lombard, IL 60148
*Make out to money order payable to Warrior Publications. Any all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Canadian money order, or any other type of check or money order that would go through a U.S. branch bank.) Please allow 8-12 weeks for delivery. Offer expires 7-31-94.
HERO ILLUSTRATED

ROB SCHRAB: Scud Stud

by John Michlig



Rob Schrab wants you to hear the voices in his head.

"Voice casting is very important in comics," the affable Milwaukee-based artist/writer claims. "When I saw Garfield on TV the first time, his 'Carlton the Doorman' voice really turned me off. I don't want readers to have something set up in their head just to have it crushed later." Toward that end, Rob thoughtfully provides suggested Hollywood talent on the inside front of his second installment of *Scud: The Disposable Assassin* (published independently by Fireman Press).

Schrab's protagonist (recommended voice: John Malkovich *circa In The Line of Fire*) is a vending machine-dispensed Scud Disposable Robot Assassin ("Heart Breaker Series 1373") designed to self-destruct upon termination of its appointed target. This particular Scud pursues his assigned hit—a media clip-spewing monster haunting the basement of a "maniken" factory—with appropriate gusto and verve until he catches a glimpse of his "will self-destruct" directive (via a convenient back-mounted tag as seen in a mirror). Utilizing crowd-pleasing "maximum carnage methodology," Scud brings down the beast but doesn't kill it.

"This is where the ball and chain thing begins," Schrab says. "The monster—named 'Jeff' by the way—is put on life-support and Scud has to keep it alive in order to stay in existence."

Paying the hospital bills means exploiting his one marketable job skill, so Scud posts himself at an airport holding a "Will kill for money" sign. Thus the stage is set for ongoing adventures that hinge upon the odd symbiotic relationship between Scud and the infirm monster.

Schrab works in an elastic manner influenced by animation, but visits Don Martin territory as well. "It's true," he admits. "The 'good guys' in my stories tend to extend a pinkie while firing weapons. It's a way to convey a sense of class, I suppose, beyond mindless mayhem. I'm influenced more by cartoons than comics; I really enjoy John Kricfalusi's *Ren & Stimpy* in terms of action and use of gesture, and I've always liked the clean, slick look of old Hanna-Barbera characters like Space Ghost (*Who was, in fact, designed by Alex Toth—Ed.*). Before art school I wanted to be the 'typical' comic book artist—lots of detail and stuff—but now I find that kind of thing distracting.

"However," he continues, "I don't consider 'cartoony' a compliment. The word brings up images of Hallmark puppy dogs and stuff. *Scud* is definitely an action comic."

One can't argue with the "action" assessment: *Scud*'s plot travels a mile-a-minute—expending little time on narration or dialogue—and doesn't shy away from graphic depictions of violence. Just the same, once you get past his "sort 'em out in hell" tactics, the main character is a likeable sort who clearly enjoys his capabilities. During his first paying job, Scud gushes "It's cool to be a robot" while scaling a sheer wall.

The events in *Scud* take place in a far-flung future; but Schrab hesitates to put an obvious tag on his creation. "Sometimes science fiction struggles to be some high dramatic form. What they're doing now is getting all these monsters and aliens dressed up so they can sit around and talk about racism: Hey, get in the ship and blow something up! The problem with so-called 'fantasy' nowadays is that everything has to be explained as if these things could actually exist or happen. To me, fantasy has to involve things that could *never* exist in the real world."

Given enough hard work and a little luck, does Schrab hold out much hope for his celebrity talent wish-list? "Well, it's mainly there to reinforce the filmic aspects of Scud and lend some 'soul' to the characters.

"But," he adds, grinning, "I guess I don't mind giving the casting director a head start!" ▲



MALIBU ULTRAGEAR & BRAVURAWEAR

BRAVURA Logo Watch

Not your ordinary "run of the mill" timepiece, the Bravura watch boasts a stylish black face with embossed gold logo! Pretty snazzy huh?!? Black watch face w/gold logo on an adjustable band.



MALIBU COMICS Logo Watch

Keep track of Prime time with this ultra-cool Malibu timepiece! Black watch face w/gold logo on adjustable band.



BRAVURA Logo T-Shirt

This (bruh-vyoor-uh) T-shirt represents "a show of daring or brilliance". Prove it to your friends! Black shirt w/white logo 100% cotton



BRAVURA Coffee Mug

Enjoy your morning coffee in style with your own Bravura coffee mug. Black mug w/white logo.

MALIBU COMICS / BRAVURA Cloisonne Pins

Get your point across with a totally cool lapel pin. It adds that little touch of class to anyone's wardrobe. A must for all Malibu and Bravura fans and any pin collector.



BRAVURA

Debuting in comic book shops this July.

Comics you can read!
Cool stuff you can buy!

BRAVURA™

MALIBU COMICS ® is a registered trademark of Malibu Comics Entertainment, Inc.
The MALIBU LOGO ™ and BRAVURA ™ are trademarks of Malibu Comics Entertainment, Inc.

GOING BACK TO THE *SOIL*
BY STEVE DARNALL

COLLEEN DORAN'S DISTANT FUTURE



Last year, when DC announced *Zero Hour*, they knew lives would be changed forever. They probably didn't know that Colleen Doran's life would be changed forever. Doran was enjoying a steady following and financial success drawing DC's *Valor*. At the same time, she knew every day she spent drawing *Valor* was a day spent *not* drawing (and publishing) her own book, *A Distant Soil*.

Enter *Zero Hour*. "A couple of months ago," Doran recalls, "there was a delay in getting a [*Valor*] script, because they were making a lot of *Zero Hour*-type changes. I had about two weeks to do nothing but sit down and draw *A Distant Soil*.

"I forgot how good it felt," she laughs. "It was so easy and relaxing, and when the phone rang, I knew nobody was calling to say 'I need these three pages by tomorrow.' It's all normal stuff, but when you're working with yourself, the level of frustration is so low. Even though [DC's] treated me very well, there's nothing they can do to beat being your own boss."

DC actually gave Colleen a further boost by telling her that *Valor* #23 would be the final issue.That led to an all-night phone session with fellow self-publishers Jeff Smith (*Bone*), Jo Duffy (*Nestrobber*), and James Owen (*Starchild*). That, in turn, led to her deciding that from now on, her first priority would be to produce and publish *A Distant Soil*.

A few changes would have to be made, of course. The first involved the cover price: for its first eight issues, *ADS* was a 40-page book (which featured new work in addition to a revised, corrected smattering of older material—from the days when *ADS* was published by WARPGraphics and Donning) for $1.75. As DC and Marvel move the price on select comics up to $1.50, it would appear Doran was being generous to a fault. When soliciting *ADS* #9, she began "asking retailers 'How do you feel about raising the cover price?' and they'd say 'What is it now? $2.50?'"

She laughs. "I said, 'Uh ... it is *now*!' We're simply raising it to the average price in today's marketplace." At the same time, Doran isn't worried about the price change killing her readership (although when someone suggested that her sales slogan be "*A Distant Soil*! Formerly your *best* comics value!" she politely, but firmly, nixed it). "I think readers really just want to see the book come out," she says. "No one has expressed any objection whatsoever to the higher price."

A Distant Soil is the story of Jason and Liana Scott, an adolescent brother and sister who flee the mental research laboratory where they've been held since childhood and find themselves caught in nothing less than an interstellar insurrection, as both the rebels of the planet Kimar and their cruel rulers from the planet Ovanan discover Liana is an Avatar, the most powerful psychic being in the universe. With a supporting cast that includes everything from streetwise cops to Knights of the Round Table, it makes sense when Doran says *ADS* "came from about 37 zillion different sources. A big, *big* source of inspiration was Jack Kirby's *Eternals* ... I was a big King Arthur fan, and a big Legion of Super-Heroes fan. The first comic I ever read was *Aquaman*."

"Face it," she laughs, "all of my blond male god characters are probably just offshoots of Aquaman!"

According to Colleen, *ADS* has a beginning, middle and end, and while it may not be a lifelong project, she does imagine it taking about 10 years to complete. For now, however, she's intent on wrapping up the first story arc: "Nobody has even come close to figuring out where it's going, or how the story arc is going to end. I've told a couple of professionals where it's going, and I've seen them rip it off really badly! I guess I should be flattered."

One thing she *does* plan to reveal before long is the final fate of Jason and Liana's parents, who appear (via flashback) in *ADS*' backup story "Seasons of Spring." ("People are already starting to understand why certain characters behave the way they do just by the little snippets they see of Jason and Liana when they're five years old.")

ADS isn't the only project one can expect from Doran's Ana Press this year; she'll also be doing the art for *Ana*, a limited series which will feature her art and "some wonderful people to give me stories"—including Duffy, Neil Gaiman, Stephen Bissette, and Tom and Mary Bierbaum. Boy, you don't get any better than that!

For one person at least, there *is* life after *Zero Hour*. ▲



San Diego Comic Con
SHOW SPECIAL

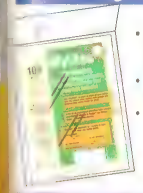
Buy 100 Mylites™ get 100 Thin-X-Tenders™ FREE

and pay no freight when you pick up your order at the San Diego Comic Con

Save up to $25.00

Order in advance to guarantee that you won't miss out!
We will only be bringing a limited quantity of Mylites™ and Thin-X-Tenders™ to the show.

Mylites™



- BCE's light weight Mylar® sleeve (1 mil thick)
- Made of form fitting Mylar® type D
- 1 1/2" flap

Buy	100 - #158 Current size Mylites™	for $25.50 and get	100 - #225 Current size Thin-X-Tenders™	FREE
Buy	100 - #159 Standard size Mylites™	for $26.00 and get	100 - #235 Standard size Thin-X-Tenders™	FREE
Buy	100 - #161 Silver/Golden Age size Mylites™	for $26.50 and get	100 - #215 Silver/Golden Age size Thin-X-Tenders™	FREE

Thin-X-Tenders™



- BCE's light weight (24 mill) acid-free backing board
- 3% calcium carbonate buffer
- 8.0-8.5 pH content throughout

PAYMENT MUST ACCOMPANY ORDERS MA residents add 5% sales tax.
24 hour Toll Free Order Line for Mastercard, Visa, American Express and Discover Orders Only
1-800-225-8249
This is a recorded tape and does not take product information or messages.
24 hour Toll Free FAX Line for ordering only
1-800-FAX-BCE8

Bill Cole Enterprises, Inc.
P.O. Box 60, Dept. HID 13, Randolph, MA 02368-0060
(617) 986-2653 FAX (617) 986-2656

MARK A. NELSON'S FROM PENCILS TO INKS



Chapter 11: Parts Is Parts, Part 3: Feets, Don't Fail Me Now!

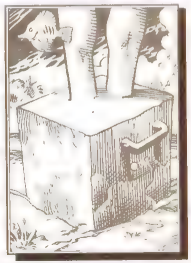






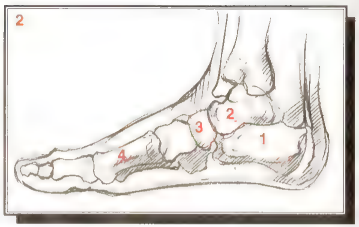
The foot seems to be that one part of the body that is hard to draw or that no one likes to draw. Of course there are many ways around this problem. Here are a few examples, but you must realize there are only so many panels in which there are grass, bubbles, smoke, carefully placed branches, concrete blocks, or bricks. Then comes the hard fact ... you just gotta draw feet!





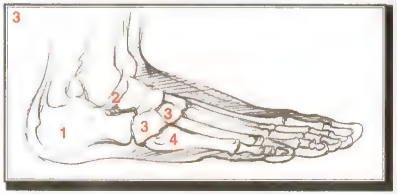






1. THE FOOT

Figures 2-4. Bones of the foot
1. Calcaneus
2. Talus
3. Cuneiform
4. Metatarsals



The foot is another overlooked part of the body. It can be as expressive as the hand and is definitely almost as flexible. If you don't believe me, try to pick up a dime with those wonderful toes. Some people have greater flexibility than others and are capable of doing amazing things with their feet. Everything you do while standing, running, walking, or crouching balances on this appendage.

The foot is simply a bony arch with various fat pads protecting the bones, muscles, and tendons. The major fat pads are on the bottom of the foot. They break the foot into two oval shapes at the top and connect into one at the base (Figure 6). The fat pads and muscles flesh out the foot adding bulk on the sides and heel. You can see this by comparing figure 1 to figures 2 & 3 and figure 4 to 5.

The toes have a gentle curve back with each toe getting smaller. Sometimes the second toe is longer than the big toe, which is one of the many variations of the foot. Each person has a unique shape to his/her foot and toes. This fact seems to hold true with all the parts we have discussed so far. So what is the perfect foot or body part? That will be up to you to find out and the search is worth your effort.

As a culture, we've gone to great lengths to make this appendage comfortable and expressive. There are many different styles of shoes, boots, sandals, and other types of footwear to make the foot into a fashion statement of its own.







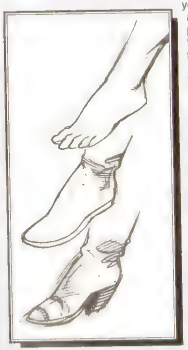







2. FROM FOOT TO SHOE

As with the hand, the best possible way to draw the foot is practice. If you're having trouble drawing feet, use your own foot and draw it from various angles. Or you can gather good reference photos from magazines to draw from. If you use photos, use good, clear photos, nothing out of focus or hard to see. Your best bet is always to draw from life until you're comfortable with the form.



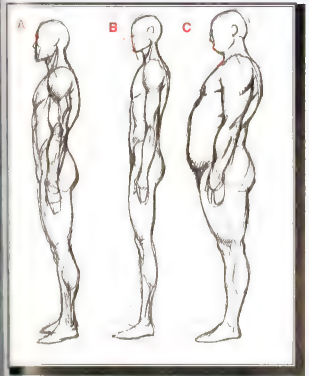

The foot can be reflected in the shape of a shoe. I will sometimes draw a foot and then put the shoe over that drawing. There are times when I will just sketch my shoes. There's a lot of character in your footwear. I have a pair of boots that have been across the USA, and I wonder what stories their outside reflect. The more you wear your shoes, the more different things start to happen. The toe curls up slightly, you wear down the sole, stains, spots, and scuffing to mention a few. All these things add to the overall character of your lived-in shoes. (So when I design a character, the feet can play an important part. It's on those appendages that shoes, boots, sandals, etc. will fit on. The footwear can then affect how your character stands, walks, and moves.

All these parts (i.e., hands through feet) add up to what can be called body language. The body can tell you things about itself without using words. It can be a stance, the look on a face, a way of walking; all this will add up and tell you quite a bit about someone before they speak. Now, it will be up to you to use all these parts to bring life to your character.









3. BODY TYPES

Here we're going to pick several different types: muscular, lean, fat, and the superhero type.

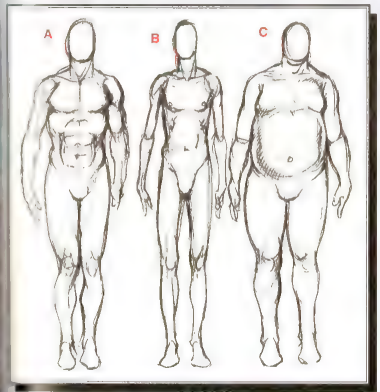
Figure A. The muscular type. This type shows a good definition to the muscles but there is presence of some body fat. The body shows a broad chest, strong shoulders, good hip definition, and a strong neck.

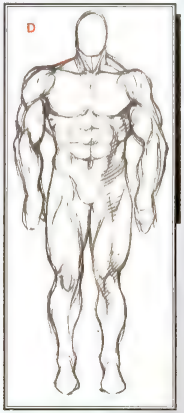
Figure B. Lean type. This type has no body fat and has very linear definition. There is not a heavy body to the muscles, and the joints are more pronounced. He seems to have a more skeletal feel.

Figure C. Fat type. Here the body fat has added a fleshier form. There is also no definition to the muscles. In fact, it has a softer and rounder feel to the form. The main masses are in the abdomen area and a fullness in the thighs, chest, jowls, and arms.



Figure D. Superhero type. This type relates closest to a body builder but is exaggerated. The strong definition of muscles, no body fat, a powerful form produce a more heroic body proportion. It is 8 1/2 heads tall.

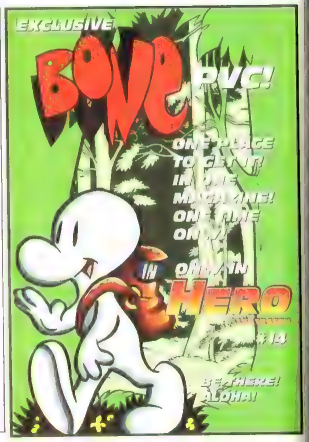




SERIOUS COMIC COLLECTORS USE M&M COMIC SERVICE. HERES WHY:

- CONVENIENCE: We make it easy to shop for your new comic selections - in the comfort of your home.
- SELECTION: We offer over 1700 different comic and comic related items every month.
- DISCOUNTS: The most competitive discounts in the comic mail order business.
- CUSTOMER SERVICE: We keep track of everything for you. Just tell us what you want and we do the rest.
- PACKING: Every package is double boxed to ensure that your comics arrive in excellent condition.
- GIVEAWAYS: Every month we give away more Gold and Platinum books than any other comic service.
- ORDER FORM ON DISK: We are the FIRST and ONLY comic service to offer our order form on an IBM compatible disk. It's a great time saver.

Call or write today for our free order form
M & M COMIC SERVICE
P.O. BOX 6
ORLAND PARK, IL. 60462
708-349-2486



New comics delivered to your door!

Westfield® Comics, your premier source for new comics, brings the world of comic collecting directly to you! Enjoy these great advantages:

Convenience
No hassles. Order what you want, and as many copies as you want, all from the comfort of your own home. And, thanks to our advance ordering system, you'll avoid the frustration of sellouts!

Discounts
Tired of today's prices forcing you to cut back on your collecting? We discount everything we offer. **Save up to 35%** off cover price on many items! *Yow!*

Selection
Every Marvel! Every DC! All the best from Dark Horse, Image, Malibu, Valiant, and dozens of smaller publishers. Plus cards, pins, T-shirts and other cool collectibles.

Reliable Service
For over a decade, Westfield has provided speedy, first-rate service to every kind of comic fan, from the casual reader to the serious collector.

Worlds of Westfield
Our monthly publication, *Worlds of Westfield*, gives you all the information you need to decide what to collect. Plus interviews with top writers and artists, insightful columns, and news about the world of comics.

Act now! Call or write today for ***free*** ordering information and join the many thousands of collectors who have made Westfield their source for new comics!

WESTFIELD® COMICS
8608 University Green, Dept. H
P.O. Box 620470, Middleton, WI 53562-0470
(608) 836-1945

© 1994 Westfield Comics. Spider-Man © & ® Marvel Entertainment Group, Inc. Westfield is a registered trademark of the Westfield Company of Wisconsin, Inc. All rights reserved.

MORE

MORE EXHIBITORS

DC * MARVEL * IMAGE * BONGO * DARK HORSE * MILESTONE
BIG ENTERTAINMENT * VALIANT * MALIBU * VERTIGO * LEGEND
TOPPS * FLEER * UPPERDECK * SKYBOX * CARDZ * KITCHEN SINK
HARRIS * FANTAGRAPHICS * GRAPHITTI * MAD * HERO

MORE GUESTS.

DAVE STEVENS * TRINA ROBBINS * JUNE FORAY * LURENE HAINES
FORRY ACKERMAN * SCOTT SHAW! * RICK GEARY * GREG BEAR
BRINKE STEVENS * SERGIO ARAGONES * JIM VALENTINO
JOHN POUND * CHAD GROTHKOPF * DAVE DORMAN
FRANK MILLER * MARK EVANIER * LUCIUS SHEPARD * MATT GROENING

MORE FUN.

PARTIES * PROGRAMS * DEALERS * MOVIES * ART SHOW * ANIMATION

AUGUST 4-7, 1994

THE SAN DIEGO COMIC CONVENTION

MORE OF WHAT YOU WANT

For more information: San Diego Comic Convention P.O. Box 128458, San Diego, CA 92112 (619) 491-2475 phone (619) 544-0743 fax

MANTRA



"Are you a boy or are you a girl?" The Barbarians asked this musical question some 30 years ago, but such an inquiry causes genuine confusion for those acquainted with the warrior known as Lukasz ... er ... Mantra. For centuries, Lukasz was a faithful warrior in the battle between light and darkness (on the side of good—of course), serving the powerful wizard Archimage. The beauty of working for Archimage was the knowledge that once you got killed in battle, he'd put your soul into another body, which brings a whole new meaning to getting transferred to another position.

Recently, Archimage was captured by his archfoe Boneyard, just as Lukasz found himself getting killed yet again. Archimage, his back to the wall, made a bid for time by transferring Lukasz's soul where no one would think to look for it—into the body of a mother of two in California.

Archimage's logic was that in this form Lukasz could continue the eternal battle while also learning the ways of magic—which would, in turn, allow him/her to free Archimage. Of course, there were a few new obstacles for Lukasz to deal with—like single men...



Created by MIKE W. BARR





HERO FACT FILE

CLASS: HERO

MANTRA

ALTER EGO (REAL NAME)
[redacted]

FIRST APPEARANCE
[redacted]

HEIGHT	EYES
5'9"	[redacted] BLUE
WEIGHT	**HAIR**
130 LBS.	BLACK

BASE OF OPERATIONS
CANOGA PARK, CALIFORNIA

OCCUPATION
WARRIOR, [redacted] PROFESSOR

SIGNIFICANT OTHER
[redacted]

GROUP AFFILIATION
12 MEMBERS OF [redacted]

LIKES
HAVING A MALE BODY

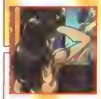
DISLIKES
BEING A WOMAN

HERO PIVOTAL X-TRA MOMENTS

STANDOUT MOMENTS FROM MANTRA'S LIFE



Mantra #1: Lukasz's ally Archimage is betrayed by one of his own and captured by Boneyard.



Mantra #1: Lukasz is killed by Warstrike. Archimage buys time by turning Lukasz into Mantra



Mantra #4: Captured by Boneyard, Mantra narrowly escapes marrying the big jerk.



Mantra #7: As a result of the Break-Thru, Mantra meets Prime. Hilarity ensues.



Mantra #10-11: Mantra launches a frontal assault on Boneyard in an effort to free Archimage.



SOMETHING YOU DIDN'T KNOW ABOUT...

MANTRA'S COSTUME

When Mantra begins what Mike Barr calls "The Archimage Quest" in *Mantra* #10, she'll learn that her powers are augmented by her costume. Archimage finds out as well, and that's when you can expect to see Mantra in a brand new costume. Not for long, though—Barr knows how folks feel about her outfit!

CLASS: VILLAIN



HERO FACT FILE
CLASS: VILLAIN

DOOMSDAY

ALTER EGO (REAL NAME)
DOOMSDAY

FIRST APPEARANCE
SUPERMAN: MAN OF STEEL #17

HEIGHT	EYES
7'	RED
WEIGHT	**HAIR**
615 LBS.	WHITE

BASE OF OPERATIONS
ANYWHERE AND EVERYWHERE

OCCUPATION
SURVIVOR

SIGNIFICANT OTHER
NONE

GROUP AFFILIATION
NONE

LIKES
DEATH

DISLIKES
LIFE

DOOMSDAY!



The fiercest, most brutal character to, literally, surface in decades, Doomsday gives new meaning to the words kicking ass and taking names.

Some of the names he's taken on since emerging from deep beneath the Earth's surface are the biggest in the DC Universe. His hit list includes Darkseid, who he has dragged around like Raggedy Ann, and the Man of Steel, who he left as the Man of Body Bag.

Launched into space by a cyborg masquerading as a hero, Doomsday continues to invade the dreams of a revitalized Superman, and in his own new lease on life, continues an unrelenting assault on humanity.

As Doomsday's plot continues to thicken, the armored behemoth remains unaffected by stardom, keeping up his steady diet of smashing, bashing and trashing which has made him a household name.

Wreaking havoc on Apokolips and savagely intent on bulldozing Metropolis, destruction is the name of Doomsday's game. Not much for small talk, Doomsday's favorite greeting is a bone-cracking fist to the face. He chuckles as he stomps, smashes, and impales his way through life. Misery is his only pleasure... and Doomsday is pleased.



Created By DAN JURGENS











SOMETHING YOU DIDN'T KNOW ABOUT... DAN JURGENS AND DOOMSDAY

Although Dan Jurgens promises that he and Doomsday are not one in the same, both have a fondness for deep-dish pizza. However, aside from death and dismemberment, pizza may be the only other thing in the universe Doomsday actually likes. Jurgens, on the other hand, has many other interests and is currently working on several different comics projects. He is also secretly hoping that Todd McFarlane becomes successful enough to buy a professional hockey franchise based in his home state, Minnesota.

HERO PIVOTAL X-TRA MOMENTS

A LOOK BACK AT THE BEST & WORST IN COMIC HISTORY



Superman MOS #17: With one hand, Doomsday smashes his way through his cell and the Earth's crust to freedom.

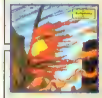
JLA #69: After killing off some wildlife, DD's first human victims are supplied by the Justice League of America.



Superman #74: DD meets Supes for the first time, resulting in a trail of destruction as he heads for Metropolis.



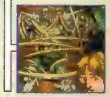
Superman #75: Comic book event of the century: DD kills Superman, and the nation mourns.



Superman #78: The Cyborg, filling in for Supes, straps DD to an asteroid and sends him into orbit.



S/D #1: When the asteroid is retrieved, DD picks up where he left off—and Apokolips is the first to pay.





for QUALITY and DIVERSITY

it's got to be DARK HORSE

DARK HORSE COMICS

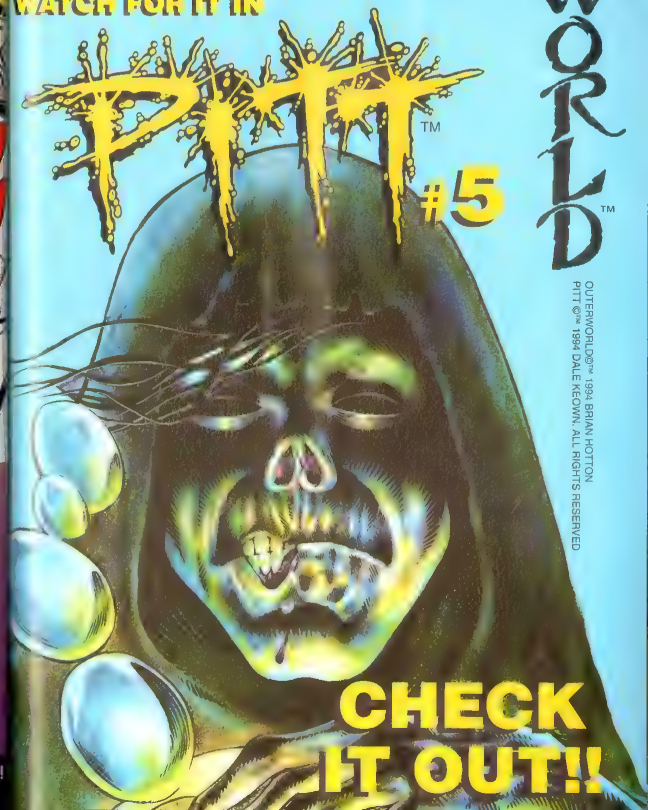
THE WORLD'S GREATEST COMICS!

Star Wars® is the title © 1994 Lucasfilm, Ltd. All rights reserved. Used under authorization. The Mask™ & © 1994 Dark Horse Comics, Inc. Mankind™ & © 1994 Mark Ahlad. Dark Horse Comics® and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. The World's Greatest Comics!™ © 1994 Dark Horse Comics, Inc. All rights reserved.

OUTER WORLD™

WATCH FOR IT IN

PITT™ #5



CHECK IT OUT!!

OUTERWORLD™ 1994 BRIAN HOTTON
PITT ©™ 1994 DALE KEOWN. ALL RIGHTS RESERVED

HERO COVER ART

Win CEREBUS BOOK COLLECTIONS

Dave Sim's *Cerebus* is not only recognized as one of the most important comics of all time, but it's also one of the best comics around to read. Now's the chance for those of you who haven't taken the leap to finally catch up. Heck, we'll even throw in a *Cerebus* #0, too. The only way to win is to send in your best piece of cover art.



Remember, the legal guys tell us that art cannot be returned and we own it.

Send art to:
Boys at *HERO* Cover Art
1920 Highland Ave.
Lombard, IL
60148-6162

GRAND PRIZE!



Joshua Harrison — From Evanston, IL, comes this vision of what *HERO* would look like if it was a Vertigo book. Send him the Spideys!

1ST PRIZE!



Michael Grace — From Rochester, NY, comes a different look at ol' granitefeace. Mike gets an *Extreme* #0 signed by Rob Liefeld.



Ninjak leaps out, thanks to Clio Cara of Temple, TX.



Ken Erbe of Elk Grove, IL, starts this issue's impromptu Death art contest.



Tim Pronk of St. Thomas, Ontario, provides a look at one of his own heroes.

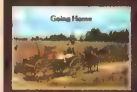




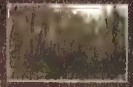
Virden Vergara of Houston, TX, sent us a few great pieces (you may remember his Death Daredevil piece from before). He's headed for New York. Good luck, Virden!

POSTCARD PARANOIA

Just when you think you've seen everything, along comes a postcard that makes you think Elvis is really hiding! C'mon out, ya polecat!



Chad Carmuch of Shreveport, LA, sent us this relaxing postcard and an invite to join him down in the South. We're on our way, but it may be a while since we have chosen to take the same form of transportation as that pictured. Keep supper warm!



J. Murray of Metairie, LA, shows us another vacation spot to hit on the way to Chad's place. He calls it Swamp Thing's summer home in Louisiana. We'll be by if you can guarantee that there will be no Arcane-like insect attacks. What the heck! We'll bring some Off Spray.



Religious fervor or just plain crazy fun ... you decide. The Frenzied One from Quezon City, Philippines, tells us that this is the frenzied rush for copies of the latest *HERO*. Relax, we'll send more. No reason to get cross.



Charlene Fernandez of Quezon City, Philippines, (does she know The Frenzied One?) sent along this shot of a taste tempting meal, a plate of uncooked shrimp. Let's fry or barbie 'em, and I'll be there. Actually, this could be a rare shot of *HERO* & *EGM* staffer Joe Funk, sleeping.

Postcards that catch our eye and get printed earn *HERO* Platinum premiere editions or other stuff around the offices (except Joe Funk's shoes). What are you waiting for? Send those cards today!

READER SPECIAL ASSIGNMENT:

A NEW HAT FOR JUGGIE

We did it before and we'll do it again. Last issue we asked you to design a new hat for Static. Then we sat back and patted ourselves on the back. Suddenly like a summer storm, we were struck with a realization. There's that other guy who always wears a hat. Forsythe P. Jones (a.k.a. Jughead).

The guy has been wearing that hat ... well ... for as long as we can remember. Oh sure, occasionally he tries something else, but eventually it's back to the old crown. Now, it's your turn. Give needlenose a new hat. Get as wild as you want. We'll pick some winners and send some prizes A.S.A.P.

Send those drawings (and photos, if you like!) to:

A New Hat For Juggie
c/o *HERO ILLUSTRATED*
1920 Highland Ave.,
P.O. Box 250
Lombard, IL 60148-6160



2ND PRIZE!



Chris Meeks

Dude. You know that has just gotta hurt! A *Freex* with holocover is headed to the wilds of Hot Springs, AR.



Amy Sauerbrei of Waterloo, IA, shows a meeting doomed never to happen.



Ben Lee of Gauthersburg, MD. gives us a Kurtzmanesque Death and Dream.

3RD PRIZE!



Yu-Hon Ng

From Scarborough, Ontario, comes the latest look in Disney superheroes. Yu-Hon gets a Platinum *Sword of Azrael* TPB.



Greg Dampier of Deland, FL, serves up a new dynamic duo.

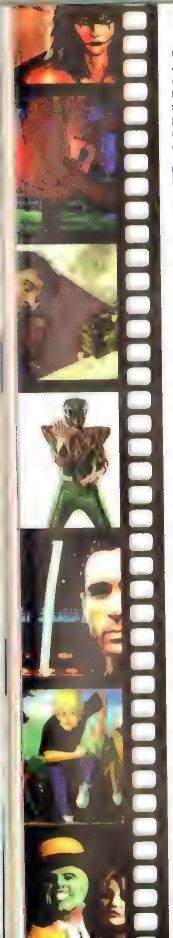


Mark Masztal of Chicopee, MA, with shots of Death and her brother, Winky.

MAD ABOUT THE MADMAN!

The "Mad About The Madman" Parade just keeps rolling along. This time around, we got pictures of Frank from costume wearer (but not denture wearer) Tim Longo, Jr. of Coloma, CA. Tim tells us that he was more than inspired when he sewed up this suit (the first time he had ever done so). Using a Batman suit pattern and just figuring out the mask through trial and error, we thought he did a pretty darned good job. Tim's version is from the Tundra limited series. When he strode into the masquerade party he created this suit for, he says he was Madman. As a result, he won first prize. Congrats, Tim, because we're sending Mike's print your way, too. Tim's plans for the suit continue. He plans to create a short film and send it to Mike Allred. Let us see it, too! Next time, we'll really show you some of the artwork we received. Until then, be good.





More fall TV news is speeding your way in this edition of *Andy Mangels' Hollywood Heroes*, plus more exclusive movie news on your favorite sci-fi/fantasy/horror/animated projects! It's going to be a super year ahead, so read on. .

THE RATINGS GAME

How did your favorite genre shows do in the ratings this season? The '93-'94 season saw the following overall ratings: #51, *The Simpsons* (Fox), #59, *The Critic* (ABC), #64, *Lois & Clark: The New Adventures Of Superman* (ABC), #82, *SeaQuest DSV* (NBC), #100, *Viper* (NBC), #109, *The X-Files* (Fox), and #119, *The Adventures Of Brisco County, Jr.* (Fox). All but *Viper* and *Brisco County* have been picked up for another season, as you'll see below

SPECIAL FX

A new cable channel premieres June 1 in most of the U.S., and it's got some great blasts from the past for comics fans. FX is the name of the new Fox subsidiary which will be part of the basic cable package. There will be seven hours of live original programming daily, including *Personal FX*, *The Collectables Show*, an hour-long noon series about collecting that promises to promote SF, comics, cards, and toys in its lineup

FX will showcase a block of superhero reruns seven days a week, including the funny why-did-it-end? *Greatest American Hero* (3-4 pm) with William Katt and Robert Culp, the best female hero series ever, *Wonder Woman* (4-5 pm), the campy crusader *Batman* (5-6 pm), and spies galore in *Mission: Impossible* (6-7 pm). Weekend-only reruns will include the long missing *Green Hornet* series, along with '60s family fare such as *Ghost & Mrs. Muir*, and *Swiss Family Robinson*

From a collector's standpoint, here are a few notes. FX will have a screen logo/"bug" in the lower right corner of the picture for the first few months, and will fade it out regularly in the fall. All hour-long shows will be edited (not time-compressed) to 45 minutes, and half-hour shows will be edited to 22:30 minutes. This loses about three minutes of most shows for the hour, and one to two minutes for the half-hour. The 78-minute *New Original Wonder Woman* pilot and the 90-minute *Greatest American Hero* pilot are not currently



Get set to see more of these kids when *Lois & Clark: The New Adventures of Superman* returns for a second season.

scheduled to be aired.

ABC

Lois & Clark. The New Adventures Of Superman has been picked up for a full second season this coming fall insiders say that the series will have much more action, bringing Superman more heavily into the series Warner execs are talking a long-term franchise," especially with casting big-name guest stars as villains, a'la Batman

CBS

I spoke with Erik Larsen last week about what's going on with CBS and the *Savage Dragon* series. He tells me that there's been no deal for the series as a mid-season replacement at CBS, and the series has been shopped around to Fox and USA. Nielvana's deal to do the series will expire by the end of the year, and Larsen may consider offers from other animation companies then meanwhile, there is a possibility that Dragon may do a guest appearance on CBS's Teenage Mutant Ninja Turtles soon!

Larsen also told me that the *Freak Force* project at Universal is officially dead Both CBS and USA had passed on the series.

Sam Lee's *WildC.A.T.s.*, due to air on Saturday mornings this fall, is well under way. Team head Jacob Marlowe will have operatives in the form of Spartan, Void, Maul, Ash, Blade, Zealot, Grifter, and Voodoo. We'll have some more information, and exclusive artwork, in upcoming *Hollywood Heroes* issues!

The evening pilot development CBS has two strange ones: *Weldon Pond* (from Nelvana Productions and Laurie Horowitz) features an adventure haunted by an animated ... sheep? According to development reports, the show was a former "spokesanimal for a sleeping pill



Batman: The Animated Series ... The Adventures of Batman & Robin ...* Let's call the whole thing off. *No! Don't do that!

company whose career was cut short when some consumers who took the pills never woke up. Now he hangs out at a Chicago ad agency, haunting the employees who created him.

Meanwhile, Trilogy's *Taking Liberty* features a female James Bond liberating and adventuring in colonial America. The eye-network is also looking at HBO's SF series, *Galaxy Beat*. In that latter show's cast are Tracy Scoggins and Alex Desert, late of *The Flash*

FOX

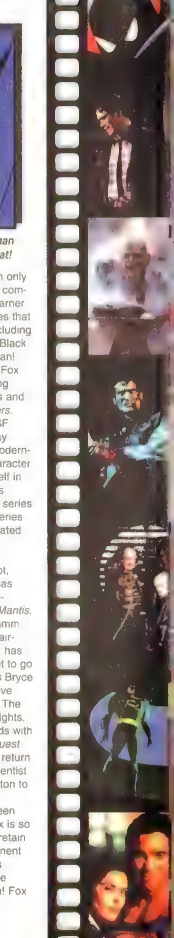
More news on *Batman: The Animated Series/The Adventures of Batman & Robin*. Despite pleas from fans, Warner staffers tell me that the 20 new episodes airing this year will be the final *Batman* cartoons produced With the poor showing of *Batman: Mask of the Phantasm*, another film version or direct-to-video version is out of the question, and declining ratings and more than 65 shows in the can mean that production is deemed no longer a viability

Five of the 20 new *Batman TAS* episodes aired in May. while 10 are to be aired in September as part of *Batman & Robin*. The final five will be held for mixture in the *Batman* syndicated package perhaps to air when (and if) the series returns to weekdays in 1995. The final five are either solo Batman stories, or feature Robin only slightly. Warner staffers complained that Fox and Warner were killing newer stories that didn't include Robin, including a doozy of a story with Black Canary versus Catwoman!

In pilot development, Fox has a dimension-hopping series from John Landis and Universal, entitled *Sliders*. Universal also has an SF sitcom hitting the runway *LAX 2194* features a modern-day Rip Van Winkle character awakening to find himself in an intergalactic customs office. Another possible series is *VR*, a virtual-reality series starring Lori Singer, created by *China Beach's* John Sacret Young

Another Universal pilot, aired earlier this year, has been picked up as a 13-episode series for fall. *Mantis*, the Sam Raimi/Sam Hamm series about a wheelchair-bound black superhero, has been given a green light to go to series. *Lois & Clark's* Bryce Zabel will be co-executive producer on the series. The series will air Sunday nights, where it might butt heads with *Lois & Clark* and *SeaQuest DSV*. Carl Lumbley will return as Miles Hawkins, a scientist who uses his exo-skeleton to fight crime

The Simpsons has been renewed until 1997! Fox is so sure that the show will retain its status as the preeminent animated series that it's added a total of 72 more shows to the series' run! Fox has picked up 10 new



ANDY MANGELS' HOLLYWOOD HEROES

episodes of Columbia's *The Critic* (late of ABC, which has seven unaired episodes sitting on the shelf). It will be aired after the *Simpsons*, Thursday nights at 8:30. *The Critic* will also get a boost when Jay Sherman guest stars on an episode of *The Simpsons* early next season!

NBC

SeaQuest DSV has been picked up for a second season, after six new episodes air over the summer. The summer episodes will see a new ship; the original SeaQuest is destroyed. Filming will be moving from Los Angeles to Universal Studios in Florida, but since she didn't want to relocate, star Stephanie Beachum will be leaving the series. The producers promise more science fiction and a few aliens next season, and it's possible the show will move time slots to avoid the super-battle it's engaged in all of this season

SYNDICATED AND CABLE

William Shatner's *TekWar* is the standout success story for Universal Action Network, and it's no surprise to anyone that it's going to a full series. Atlantis Films will be co-producing *Tekwar: The Series* with Canada's CTV, starting production on the new season in July. The series will have 24 new episodes. Universal has not announced whether or not they'll distribute in the U.S., but it seems likely

Universal Action Pack will air two *Midnight Run* films and three *Bandit* films in June, before moving on to three *Vanishing Son* films in July

On the Sci-Fi Channel this month, look for *Automan* to drive into the *Sci-Fi Series Collection* (June 3-July 6), starring Chuck Wagner and Desi Arnez, Jr., with an early example of computer animation permeating the series And on July 9 and 10, set your VCRs for *Star Trek* day, complete with the 60-minute special, *Leonard Nimoy's Trek Memories*, a 90-minute *25th Anniversary Special*, and a 60-minute *Star Trek TV Special*!

Look for the *Star Wars Trilogy* to air on Sunday, June 5, with George Lucas' incredible films airing back-to-back from 1-9 pm.

Will *Time Trax* have a future? Warner has cancelled the series from its PTEN lineup, but the producers are working deals to have the third season of the series go direct to syndication. Meanwhile, season two continues this month with all reruns for the month of June.

Watch for some cool episodes coming up on *RoboCop: The Series*. Reruns will air from the week of June 6-26, leading into "Inside Crime" (week of June 27), wherein PudFace becomes the star of his own reality-based series! Then, look for Robo to tangle with an animated character in "RoboCop Vs. Commander Cash" (w/o July 4)!

The *Fantastic Four* half-hour series that's part of the *Marvel Action Hour* is running into some problems. Insiders say that several of the new scripts have been thrown out, despite some production work having been done on them. Newer scripts are being rushed into production.

Headed toward a confirmed second season, *Babylon 5* continues this month with all reruns for the month of June.

Highlander: The Series has indeed been picked up for a third season, but it's airing reruns until September

FEATURE FILMS

More *Batman* news. The film is now officially titled *Batman Forever*. As I write this, Tommy Lee Jones has just signed on as Two-Face, to co-star with Robin Williams as The Riddler. Akiva Goldman has been brought on board to redraft the Lee and Janet Batchler script, beefing up the Riddler's part to give he and Two-Face equal screen time. Meanwhile, Robin casting is still up in the air, but Warner has narrowed it down to Chris O'Donnell (*Scent Of A Woman*) and Leonardo Dicaprio (*What's Eating Gilbert Grape*). Bruce will have another new love interest, this one a female psychologist. Sets are in construction now, and locations in New York are being scouted.



Alec Baldwin as the pulp/comic hero ... *The Shadow*. Will he fill Lamont Cranston's big shoes? Only the Shadow knows.



oducers ar
have the
he series go
tion
on two con-
with all
onth of June.
e cool
up on
Series
om the week
ding into
week of June
dFace
r of his own
ues! Then,
tangle with
racter in
ommander
4)!
Four half-
s part of the
our is running
ems. Insiders
of the new
n thrown out
oduction work
e on them
e being
uction
d a confirmed
Babylon 5
onth with all
onth of June.
he Series has
ked up for a
t it's airing
tember

FILMS

news. The
ally titled
. As I write
e Jones has
s Two-Face,
Robin Williams
Akiva Gold-
rought on
the Lee and
cript, beefing
part to give
e equal
anwhile,
still up in the
has narrowed
O'Donnell
man) and
rio (What's
rape). Bruce
r new love
e a female
ets are in con-
nd locations
being





If you're a comics company in the '90s, then the "Big Summer Event" is a fact of life. Valiant Comics has had mixed luck in this area. Their first outing, *Unity*, almost guaranteed their company presence. However, last summer's *Deathmate* was less successful. This summer, Valiant will unleash *The Chaos Effect*, and they plan to go about it a little differently.

"It is not a crossover in the classic sense," says Valiant Executive Editor Tony Bedard, "because you don't have to read every one of the books to get the entire story. This is really more how one event affects all these other people, rather than how all these other people interact in order to achieve a certain thing or to participate in a single story line."

"It's weird how these things evolve and develop," Bedard adds. "What we did is have a meeting of all our writers about four months ago. All of us got together for a couple of days, talked about different things, but basically the main item of conversation was *The Chaos Effect*. Bob [Layton] laid out what *The Chaos Effect* was going to be, and how he wanted it to play out."

Which leads to one glaring question: what *is* The Chaos Effect? "Basically, it's going to be a major catastrophe," Bedard explains. "It's an influx of necromantic energy that locks up all the world's computer systems." How does this lead into the actual stories, then? "[Bob] said, 'OK, think about it in terms of your books, and how you think people would react to it.' It was less Bob saying, 'This is what I want to happen, write it,' then it was Bob saying 'This is the situation, how do you think your character will react to it?'"

The Chaos Effect is being told in four different story arcs. The first of these, "Beta," involves *Shadowman*, *The Second Life of Doctor Mirage*, *Turok, Dinosaur Hunter*, and *Secrets of the Valiant Universe: Master Darque*. "We lumped together books that we thought thematically belonged together," Bedard explains. "With the Chaos Effect, it's basically an influx of necromantic energy, which is what Shadowman and [Master] Darque and Doctor Mirage all operate on. It super-charges all of our necromantic characters." The repercussions will affect the books well beyond the crossover as well. "With Mirage once this necromantic energy hits, he has such a great power source to operate from that he can finally become tangible. After the Chaos Effect is gone and he doesn't have all this excess to draw from, at least he's experienced what he needs to do internally in order to become solid. So down the road we'll see him having a little tighter control over his powers. In the case of Shadowman, through the course of the character's development, we've seen him slowly getting better and better. So what we're going to see is a glimpse of his future, in a sense. We're going to see what his powers could be like, what he's working toward.

"Of course we put *Bloodshot*, *Secret Weapons*, *Ninjak*, and *Eternal Warrior* all together, because that's the group of *Mission: Impossible* type of guys, and they all work for the Valiant Universe's spymaster, Neville Alcott." Those four titles will make up the "Gamma" arc. "If all of the computer systems in the world are down, what's Ninjak's reaction going to be?" Bedard asks. "Dr. Silk is his archenemy, and his organization, Webnet, is founded entirely on computer systems. With all those things down, this is the perfect opportunity to go and kill him." Other characters are not so fortunate, such as Bloodshot. "The nanites in his blood would switch off. He would be forced to fight without his edge."

While the "Beta" and "Gamma" arcs tell a separate story united only in theme, the "Delta" arc features one running story. "That one involves the Armornes. X-O, and the H.A.R.D. Corps up in outer space, and they're fighting against the Spider Aliens." This group of heroes is brought together by one of Valiant's greatest villains, Toyo Harada. "Harada doesn't realize what's going on. He's not very well versed in the necromantic arts or anything like that. All he knows is that there's a global blackout and all kinds of strange things are going on, and he thinks it's probably the fault of the Spider Aliens." However, it is curious that Valiant's most technological heroes can function when all technology is frozen. "Because these guys are up in orbit, the Chaos Effect doesn't cut off their equipment." Bedard offers, "but it does cut off their contact with any base of operations."

Bedard is obviously most comfortable with the fourth arc, "Epsilon;" he's writing three of them–*Starwatchers*, *Rai*, and *Magnus, Robot Fighter*–with *Solar, Man of the Atom* starting the story. "Lumping all of the future books together makes sense, and we hook that up with Solar, because a lot of the resolution of the Chaos Effect has to do with Solar and his counterpart, Solar the Destroyer." According to Bedard, the electromagnetic repercussions of the Chaos Effect prove extremely dangerous to Solar. "Then we jump to the future books, to when Solar the Destroyer has returned to our system, and he wonders where [the original] Solar is. He finds out that there was something that happened in 1994, and there is a certain something he can do to help rectify the situation."

The resolution of the "Epsilon" arc is but one of the major changes to be made due to *The Chaos Effect*. The initial press releases declared that Magnus, Valiant's premier hero, was now "expendable." Bedard warns not to assume too much, however. "In the course of this story line, he's going to leave the scene for a while, and what's going to happen to him is going to affect some stories down the line. It's going to pay off in a soul-searching journey for Magnus, where he gets to come face-to-face with a lot of the things in his past." His origin will also play a role in the process "The final result will come in September, in a *Chaos Effect* yearbook. Still, Bedard did give one clue about Magnus. "All you need to do is look at the cover for *The Chaos Effect–Omega*."

Bedard insists the impact of *The Chaos Effect* will be felt well after the event is over. "We're trying to deal with things in a realistic way here, trying to present situations and their repercussions, the way that they would in the real world. When there's an earthquake in California, a month later you are still hearing about how these people are suffering. *The Chaos Effect* is not just going to go away when the summer is over. Repercussions from a global tragedy are going to continue for a while. It's going to be one of the major turning points for our continuity."

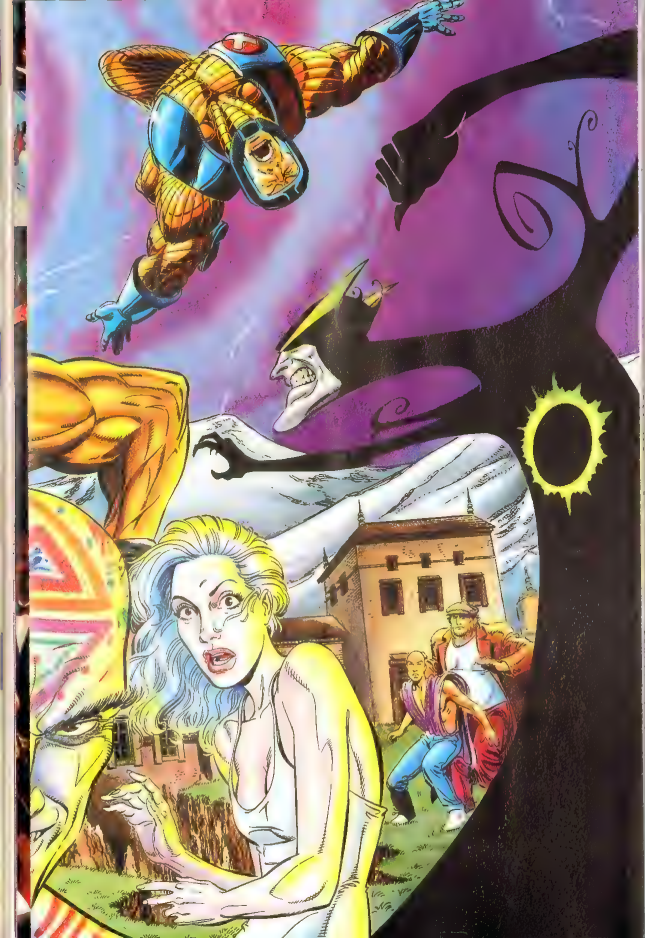
Among those repercussions, Bedard says, will be the "shocking fate of Geoff the Geomancer. I don't exactly want to say exactly what's going to happen to Geoff, but he's no longer going to be around as the spokesperson for Earth. The Earth is without a Geomancer, and a new one has to be chosen." That search will lead into the new *Geomancer* title. "The guy that [the Eternal Warrior] finds ... is somebody that Gilad really didn't expect to find, and would really rather hope he didn't. Basically, he's a character who has a track record of not being a good person."

The Chaos Effect will also debut a character who's set for his own series: *The Visitor*. Bedard was evasive in discussing *The Visitor*. "You do get a teaser glimpse in *The Chaos Effect–Alpha* as to who the Visitor is, but you don't get the whole story there. A lot of the fun of *The Visitor* when it comes out is trying to figure out just what the Visitor is."

However, Bedard was more willing to tell about another series set up by *Chaos Effect: Timewalker*. "[Bob Hall, the writer] has a good handle on not only what happened throughout history, but also [on] how to portray a person, how a person would speak, how they act. It's a realistic view of different points in time. We did a lot of work on *Timewalker* to make him a different type of hero. He's someone who definitely doesn't like to solve a problem with his fists; he would rather just schmooze his way past a problem. Definitely, [Hall] has a plan for what he wants to do with the Timewalker character, Ivar, as far as showing a gradual control over his time jumping abilities, a gradual growth of the character, and how he deals with things."

However, with those three debuts comes one cancellation: *Archer and Armstrong*. "It was a very personal vision for [Barry Windsor-Smith, the original writer/artist], and for someone to have tried to step in and tried to do Barry would have been a complete mistake. I think that Mike Baron and Mike Vosburg did a good job with it, but it just wasn't clicking somehow." Bedard was still optimistic, though. "It's not like we're closing the door completely on those characters."

For Bedard, who only recently received the promotion to Executive Editor and had to jump immediately into such a major project, the task may have seemed daunting. "It's been hard, of course. The thing is, every now and then I stop and think about it, and I am doing exactly what I want to be doing. How many people in the world can say that? I feel very strongly about our approach to storytelling and the type of things that we try to emphasize. I work from the moment I wake up until I go to sleep, but it's all very rewarding." ▲



...OLLYWOOD HEROES
...LUSIVE! The production
...has been signed for a
... *Intergalactic Ninja* live-
...n film. Producer Philippe
... and Sceneries
...rtainment will be starting
...ction in December of
...ear for a Christmas
... release. Sceneries has
...y done art/European
... but is moving into genre
...ory with *Zen*. While pro-
...g the film in Cannes,
...has been in discussion
...t well-known cult/horror
...tor to helm the film, from
...pt by Chris Solimine
...was created in 1987 by
...e Stern and Dan Cote,
... has appeared in comics
... then, as well as in a
...able toy line. An earlier
...nimated series with
...-Spears was optioned,
...ever sold. The producers
...e film stressed to me
... this is not an "option"
...ement, but a "production"
...ment, which gives it
...higher likelihood of
...ening

...aking of reprising roles,
...thy Dalton has stated
...he will not be returning to
...le of James Bond for
...pcoming new *Bond*
... Dalton called the deci-
...difficult," but said he
...t up for it. Actors dis-
...d for the role include
...ibson, Liam Neeson,
... Fiennes, Gabriel
..., and Hugh Grant, but
...rerunner for the role is
...ington Steele's Pierce
...an. The seventeenth
...n the *Bond* franchise is
...ed for a summer '95
...se, with two more in
... succession. The three
...films will be shot back-
...ck to save production
... Brosnan has to finish
...ork on Allied
...rtainment's *Lawnmower*
... before getting into a
... suit

*** SPOILER WARNING ***

...updates on *Star Trek*
...rations, as the new film
...led. The only cast mem-
... from "*Trek* classic" will
...illiam Shatner as Kirk,
...s Doohan as Scotty, and
...r Koenig as Chekov,



Who's afraid of the big bad Jack? Anyone in their right mind! Pfeiffer and Nicholson star in this summer's *Wolf*.

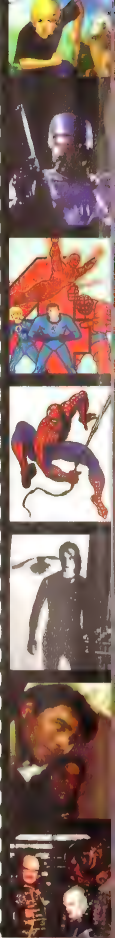
while Whoopi Goldberg will make an uncredited surprise cameo. According to insiders, the *Next Generation* crew finds Kirk adrift in a "black hole nirvana" where he hasn't aged for 75 years. Kirk is brought back into a Federation that left him behind to face Klingons, Vulcans, Ferengis, and others, alongside the current Enterprise mates. Malcolm McDowell is the lead villain, a scientist, of whom McDowell says "he may be misguided, but he's not bad." MacDowell also let loose the big secret of the film when he told Variety "I get to kill Kirk!" This was confirmed by set insiders. Also, in the holodeck scene I told you about in issue #11, Worf is made a Lieutenant Commander, and it's Doctor Crusher who's thrown overboard off the holo-sailing ship by Data, not Troi. The film is slated to sail into theaters at Thanksgiving. *** END SPOILER WARNING ***

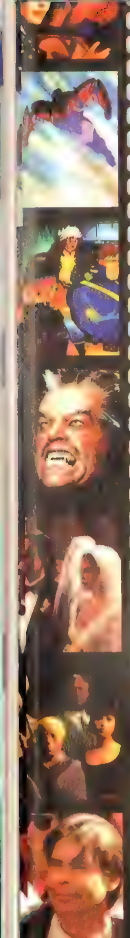
In yet another move from video game to the big screen New Line Cinema is readying *Mortal Kombat* for theater screens, possibly as early as fall. In it, a reluctant hero is forced to participate in a 500-year-old combat tournament on a mysterious island. Paul Anderson will direct from a script by Kevin Droney.

More news on the upcoming *Double Dragon: The Movie*. Mark Dacascos and Scott Wolf play brothers Billy and Jimmy Lee, two martial artists in the year 2007 who are caught in a struggle over a mystic medallion. Robert Patrick *(Terminator 2)* plays multibillionaire Koga Shuka, who wants the second half of the medallion from the Lee brothers, and he'll do anything to get it. The brothers join up with Marian Delano (Alyssa Milano, far from her *Who's The Boss?* character) who leads a Guardian Angel-like group of vigilantes known as the Power Corps. Look for various gangs fighting for control over New Angeles, ranging from the Postmen and the Maniacs, to the Geeks and the Clowns. First-time director Jim Yukich helms the film, from a script by Peter Gould, Michael Davis, and Mark Brazil. No word on when the already-completed film will be released.

In more video-game-turned-movie news, *Street Fighter The Battle For Shadaloo* is shooting now in Bangkok, with Steven De Souza directing from his own script, for producer Ed Pressman. Jean-Claude Van Damme stars as Guile, while Raul Julia is M Bison, both part of a larger ensemble cast. Insiders say the film is kind of "James Bond meets *Die Hard*," with some good comedy thrown into the mix. After signing to play Chun Li, Joan Chen backed out and the role will be played by one of the *Joy Luck Club* actresses.

Producer Pressman is also readying the mega-budget Mega-City One film, *Judge*





ANDY MANGELS' HOLLYWOOD HEROES

has agreed to direct the big-budget live-action adaptation, with the afore-mentioned Jones and Salzman producing. *In Living Color* alumni Jim Carrey and Damon Wayans are being wooed to play the black-and-white adversaries!

Delayed from its March premiere, Columbia Pictures' *Wolf* will finally lope into theaters on June 17. Jack Nicholson stars as Will Randall, a Manhattan book editor who is bitten by a wolf and soon finds himself becoming more animal than man. He falls in love with Laura Alden (Michelle Pfeiffer), the black sheep daughter of his unscrupulous boss (Christopher Plummer). James Spader plays his friend, and Kate Nelligan his wife.

Novelist Jim Harrison wrote the original *Wolf* screenplay, though Wesley Strick (*Batman Returns*) did some rewrites on it. Director Mike Nichols has worked with Nicholson on three other films, and thinks of *Wolf* as "the adventure of becoming something else and being empowered at first by all sorts of sensory increases and gifts and abilities you didn't have before, and finally, the price that's paid for that; the great price." On the SFX front, designer Bo Welch (*Batman Returns, Edward Scissorhands*) created a depressing and prison-like New York, and Academy Award-winner Rick Baker designed the werewolf makeup.

Premiere dates to mark on your calendars: the animated *The Princess and the Goblin* (June 3), the aforementioned *Wolf* (Columbia, June 17), and the lushly animated all-animal *The Lion King* (Disney, June 24). Leading off July is Alec Baldwin's laughing star turn in *The Shadow* (Universal July 1), followed by the $100 million action pic, *True Lies* (Fox July 15), starring Arnold Schwarzenegger as a secret agent trying to save the country and his marriage to Jamie Lee Curtis. Next, Jim Carrey cuts it up in what I expect to be one of the summer's biggest hits in *The Mask* (New Line, July 29).

VIDEO & STAGE

Look for two direct-to-video *Darkman* movies from Universal. With the success of his career due to *Schindler's List*, Liam Neeson has passed on the leading role to Arnold Vosloo (*Hard Target*). *Darkman* enemy Larry Drake returns in the secondary title role in the first video *Darkman: Durant Returns*, now filming in Toronto.

If you got the *Batman Mask Of The Phantasm* video, you didn't get the version you saw in the theatres. According to insiders, there were at least 1000 feet of retakes on the video!

And finally, I was sent word of a live-action theatrical play of George Herriman's *Krazy Kat*, set at the Boston Center For The Arts April 7-30.

Next month in *Andy Mangels' Hollywood Heroes*, look for some hot artwork from the *WildC.A.T.s.* series, plus cool info about *The Mask!* Thanks for being here, and we'll see you in 30 days, at *Hollywood Heroes!*



Do you see Emily Lloyd here?
You will soon!

THE BEST COMIC MAG JUST GOT BETTER!!!



HERO ILLUSTRATED

YOU DEMANDED IT! YOU GOT IT!

Now you can receive the hottest new comics magazine at your front door! If you want the latest info on all the hot comics, artists, writers, insider news, trading cards, movies, action figures, and the best price guide in comics, then HERO is the magazine for you! Plus:

- Original full-size comics, like *Bone* and *Extreme*!
- Incredible contests like our Exclusive Scratch-Off Cards that could net you tons of valuable prizes!
- Groundbreaking premiums that get HERO readers more than the rest of the pack!

Finally a way to catch the exclusive reviews, pictures and previews of upcoming comics each and every month. Don't miss a single issue, because if you didn't read it in HERO ILLUSTRATED—you didn't read it at all!



HAVE HERO ILLUSTRATED COME RIGHT TO YOUR DOOR!

Get 12 issues of HERO for only $29.95! Send payment to: HERO ILLUSTRATED, P.O. Box 1613, Lombard, IL 60148-8613

Name

Address

City State ZIP

❑ Payment Enclosed ❑ Bill Me
Credit Card Orders: ❑ VISA ❑ MC

Card No. Exp Date

Signature

For Faster Service, Call:
708-268-2498

Offer good through a U.S. postal address.

HHIG

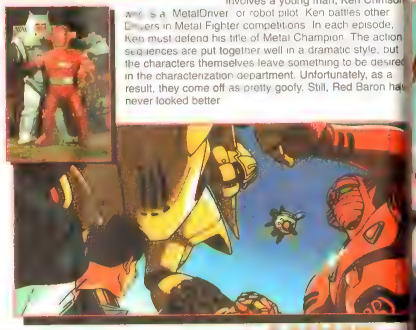
ANIME ACTION PLUS

By ROY WARE

Welcome back! I hope you enjoyed my debut last issue. There are a lot of new and exciting things coming from Japan this year. Whether you're a fan of Godzilla, Gamera, Kamen Rider, or Gundam there will be something new this year that you can look forward to. I'll be bringing all the news to you in this and upcoming issues.

Red Baron Now An Animated Series!

Tokyo Movie Shinsa has remade the '70s live action teleseries *Super Robot Red Baron* into an animated program. The latest Red Baron's streamlined design improves a great deal on the original clunky and stiff five action suit. The new story involves a young man, Ken Crimson, who is a MetalDriver or robot pilot. Ken battles other Drivers in Metal Fighter competitions. In each episode, Ken must defend his title of Metal Champion. The action sequences are put together well in a dramatic style, but the characters themselves leave something to be desired in the characterization department. Unfortunately, as a result, they come off as pretty goofy. Still, Red Baron has never looked better.



The Flying Turtle Flies Again (and Gyaos, too)!

Years ago, Toho acquired the rights to the other giant monster hero, Gamera. Due to the success of the Big G, they are bringing back the flame-spewing flying atomic turtle to the big screen. Rumor has it that he will be battling with the super sonic monster, Gyoas. One wonders if it is possible for that Gamera/Godzilla battle to finally happen. I really hope not because each has its own realm and I should stay that way.



Ninja Team KakuRanger!

Toei Company has produced the fifth addition to their popular Sentai (Team) series with Ninja Team KakuRanger. It's yet another team of teenage heroes with colorful costumes who fight a myriad of bizarre monsters. KakuRanger is geared toward a younger audience, unlike last year's Dairanger with its serious overtone. The new heroes are modeled after Japanese mythological monsters similar to those seen in the anime series *Ge Ge Ge No Kitaro* or the live action *Big Ghost War*, except they are crossed with modern technology. The KakuRangers are chosen by ancient heroes to protect peace. To do this, they are given magic scrolls that summon five transformation (Red Ape, Blue Wolf, White Crane, Yellow Bear, and Black Toad) which combine into the massive and pretty impressive Imperial Shogun. This show is crazed! Whenever an action scene takes place, visual sound effects (not unlike the old Batman series from the '60s) are dropped in for added comedic effect. Adding to the craziness is one member who only speaks English.





LIVE Action



Monster Planet Of Godzilla!



No, it's not the latest Godzilla movie. The only way to see this short feature was to go to the Sanrio Puroland amusement park in Japan in March. This 15-minute film is shown in 3-D and features everyone's favorite radioactive dinosaur, Godzilla, in battle with Fire Jodan and Mothra (in moth form). Miki (the psychic girl from the new Big G series) teams up with Hello Kitty (gag) as they fly over the battles in a space ship. While I would really like to see the monster battles, the other stuff fills me with horror.





Light Speed Esper!

If you're looking for science fiction with a colorful atmosphere, Light Speed Esper (Kosuka Espa) may be for you. The story involves Hikaru, a young boy whose parents were accidentally killed by aliens from Planet Esper. Feeling bad, the Espers give their lifeforce to the parents. Now with the help of the Espers, scientists design a super suit for Hikaru so he can help destroy the evil alien Giron, who is pursuing the Espers through space. Light Speed Esper is noted for being very science-oriented and the story sticks to the crisis at hand.



Brave Police J-Decker Serves & Protects!

Sunrise returns this year with another Transformers-type series. Brave Police J-Decker revolves around a young boy, Yuta Tomonaga, who commands four police robots. Each robot is capable of combining with others to create larger, more complex robots. One robot, Decker-Do, combines with J-Reda (a truck and trailer) to become the super police mecha, J-Decker. In addition, the three other robots, Makuren, Dan Person, and Power Joe become Battle Tiger to assist in the battle with other evil robots. This show has the same elements as earlier installments in this series (like Firebird and MightGain). Many of the episodes have strong dramatic overtones. Don't be misled by the cute look.



GO FIGURE

by Frank Kurtz

Welcome back. Lots of stuff here this time. Let's go

NEWS & RUMORS

Bandai America, who may be missing the ship with their Power Rangers (or lack of) have acquired the rights to produce a line of action figures based on the popular Mega Man Nintendo games. Capcom's most popular character will appear on an upcoming TV show which will tie-in to tons of merchandise.

Rob Liefeld's Youngblood is coming. Word has it that Youngblood figures are in the development at Todd McFarlane's TMP, Inc., makers of the upcoming Spawn action figure line.

Speaking of those Spawn toys, word has it that Todd will be shipping the figures to K-Mart and Toys 'R' Us first. Shipments will be shorted, though. The direct market will receive the figures about a month later. This sets up a situation where the guys who exploit toy collectors will scoop them all up first and sell the figures at heavily inflated prices to the real fans. Typically, the real fans get screwed. Say it ain't so, Todd. Say it ain't so

Word has it that Kenner has scored a few coups for 1995 Apparently, they have a tentative agreement with Lucasfilm to produce a new line of Star Wars figures We've heard insane amounts (like nearly 100 new figures) in the current Batman figure line size.

Strangely, large figures will be produced by Playmates with cloth uniforms (like their Star Trek Commanders line).

Disney's new adventure series, Gargoyles, may also be a line from Kenner. This is surprising given the ongoing relationship Disney has with Mattel toys (where they have produced quite a few figures over the last few years)

The biggest rumor was that Kenner is developing a line of figures based on the *Reign Of The Superman* story line. We've seen a lot of custom figures based on these characters, so we know there's a demand for them Given the upcoming video game from Sunsoft, Superman-mania may be quietly happening

I don't know about this one, but word has it that Kenner is also producing a line of toys based on the Power Rangers spin-off series, Cybertron. Bandai has the molds for the old Metalder series it's based on. Go figure

Finally, Kenner is going to promote their Legends Of The Batman figure line with prime time TV commercials This may be a precedent in toy advertising with Kenner exploring new markets. Time will tell if it pays off

JOE TURNS 30

This summer will see live re-creations of some of the earliest G.I. Joe figures from 30 years ago. We can't wait for them. We managed to snag Kirk Bozigian, VP of Boys Toys at Hasbro, to talk a little G.I. Joe with us.

HERO: Why has G.I. Joe remained so popular after all these years?

Bozigian: *A number of reasons. I think it's an easy-to-understand concept for young boys. Every boy understands what a soldier is. It's pretty simple to understand. I think the fact that's it been around for 30 years is another big plus. G.I. Joe is a link between fathers and sons. Fathers remember playing with the original G.I. Joe and now they're buying the new G.I. Joe and playing with their own sons. I don't think any other action figure can do that*

When you initiated the Hall of Fame stuff was that your attempt to grab that sort of nostalgic appeal the large size figures would have?

Yeah, I think it was a little of that We're constantly trying to reinvent G.I. Joe. The 30 years of heritage is both a curse and a blessing. The curse is that kids want to buy things that are new all the time. Not just kids but the trade and the parents are always looking for the new thing. The challenge we have is how to make G.I. Joe new every year. It's not just putting out new versions of the same guys. You've got to explore different things. So, we went back into history and pulled out the idea of doing a 12- inch figure, which we had been kicking around and quite honestly have come up every year until we re-introduced it. From there it worked and, hey, let's keep going with it. Now, we're looking at lots of different sizes

Hasbro recognizes the collectors market more than most of the toy companies. Will you be doing more collector material down the line?

That all depends on the kind of support we can get from the collector market. What that means basically is, we're going to do what the market can bear. We cannot develop a toy line based only on collectors. We'd go bankrupt if that were the case

We talked for a bit more, but I couldn't pry anything out of Mr. Bozigian about a mysterious new Joe line called *Sgt. Savage and his Screamin' Eagles.* All I know is that it will be "a whole new way to look at G.I. Joe" and set the pace for the next 30 years. All will be revealed when the time is right. ▲

IT FIGURES!

THE #1 SOURCE FOR YOUR CUSTOM FIGURES AND KITS!

WINNERS!

Each of the people whose work is seen on this page is going to receive this incredible Horizon Spider-Man 2099 figure kit!



QUESTION, MANHUNTER, X MANHEL

Jeffrey Zverloff of Akron, OH, sent us these great pics. Grendel was created from a Deadpool figure with pouches sanded off. The sword was made from scrap plastic. The Question was an *Animated Series* Two-Face with putty, a haircut, and some paint The Manhunter was a *Batman Returns* Bruce Wayne The hair was trimmed and sanded and body putty to form the boot flaps and to cover up those pesky wristbands or cuffs



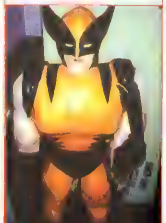
CAPT. BRITAIN, MOON KNIGHT, & DAREDEVIL

W. Frey of Pittsburgh, PA, sent this shot Britain was created from a Tongue Flicking m, white putty molded face, boot and gloves ots of putty and sanding. Daredevil was a n figure with ponytail removed and horns d. Modeling putty covered bands on the arms the holster was made from a coffee swizzle Moon Knight was a Deadpool figure. He cut e pouches and formed the cowl with putty



KING OF THE WOLVIE FIGURES

Gary Burton of Hamilton, Ontario, sent along this amazing picture. Created out of paper mache with a wire frame and weighing in at 50 pounds, it is the largest custom action figure (5'5") of everyone's favorite mutant, Wolverine. That's a refrigerator behind him. The costume areas are actually cloth covered. This may be the ultimate deterrent to burglars



PSYLOCKE DONE RIGHT & MORE!

Kevin Benson of West Islip, NY, sent us shots of e great figures including what he calls "my latest, best figure," Psylocke. We agree! ocke was created from a Superarticulated Spidey body with Hannah's head (Caddys & s figure), hot glue hair, and breasts. Steel was a COPS figure. Nightwing and Green ern were both Jack Tenrec figures (also a Caddys & Dinos figure for those not in the w). Acolyte Colossus was Omega Red, a Toy Biz Colossus head and carefully wrapped allic ribbon Daredevil was a Batman movie figure with vinyl "padding" and paint lly, Moon Knight was a Batman Returns figure with plastic hood and cape. Arm bands made from metallic ribbon. The figure also glows in the dark. Nice job



HORIZON SHE-HULK KITS NEED NEW HOME!

Those great people at Horizon have done it again. Next issue's custom figure makers will receive this beautiful She-Hulk kit. The only way to win them is to send *in focus* photos (if you can't see them, neither can we) of your best custom action figures, kits, or whatever. Whenever possible, please include your customizing tips.

HERO PRICE GUIDE PICKS

Every month, Price Guide Picks will take a look at what's hot and what's not at the retail level, while serving as a barometer of trends to come.

The information that's collected on these pages is compiled from nearly 100 comic book retail owners and managers nationwide. With additional reporting from the HERO *offices, the Price Guide Picks will strive to offer you the most comprehensive selection of market information covering both current and back issues.*

If you've found information that you think might be helpful to this section, send it to: HERO *Price Guide Picks, 1920 Highland, Suite #222, Lombard, IL 60148.*

While sales of new comics continue to struggle, it's not surprising that the back issue market has been slow for comic dealers and fans. This may sound like a continuous-loop commercial, but remember that winter and early spring are very slow periods for the comic book industry in general.

Retailers haven't had the money to restock their back issues. Even if there are customers who *would* buy, the chances of them finding what they want becomes slight. However, summer is almost here, and with it comes the "boom" season for comics. Ideally, all of the "Big Event" books will result in increased sales of new issues and free up more money for retailers to buy back issues.

The "Big Summer Events" can also have a secondary effect on book values. Take, for example, the recent resurgence of interest in *Crisis on Infinite Earths*. As *Zero Hour* approaches, fans are becoming interested in the events which led up to it. The result has been an increase in demand for *Crisis*, the book which was supposed to solve everything the last time. This also explains the recent action on *Valor*. Books which are connected to a "Big Event" in some way have tended to increase in value when the "Event" takes place. This summer should be no different, especially with the sweeping changes DC has promised in *Zero Hour*.

Also of note in the summer months: the wave of new movies and various comic-book adaptations. Sometimes, as in the case of *Batman*, these can fuel a surge of interest in the related comics. For example, right now a lot of comic fans are looking for *The Crow* following the release of the movie. But *The Crow* and *The Mask* could be the exception this summer—since *Batman*, there hasn't been much movie/comic shop crossover business. *Jurassic Park* did gang-busters in toy stores and mass merchandise outlets, but didn't perform as well in direct comics stores. And the guess is neither *The Shadow* nor *The Flintstones* will have a major impact on the comics industry.

Opinions are mixed on these comic-to-movie connections. "It gets people into the shop who might just walk by," says Denny Gulo of the Galesburg Clubhouse in Galesburg, IL. However, Rich Yano of Collector's Paradise in Honolulu, HI, says there's "not much impact" from these.

As for recent back issues, *Gen*^{13} is one of the few exceptions in the market right now. Alongside it are the *Kindred* miniseries from Image and *Lady Death* from Chaos Comics. "How did I miss that one?" laments Anthony at Empire Comics in Rochester, NY. Other retailers can be heard saying the same. These books have definite "heat" right now and are commanding a premium value. So far, Brian Pulido and Chaos! Comics have drawn long lines at the two major trade shows held so far—a pretty good indication that interest is increasing.

As we just said, DC back issue sales are reflecting the interest in *Zero Hour*. Those who went after *Valor* are now looking at *Team Titans*, *Legionnaires*, and *Legion of Super-Heroes* as *Zero Hour* approaches. *Superman/Doomsday* has also garnered serious attention, despite the high cover price. *Superboy* has also been cited as a good mover in some parts of the country, and the wave of interest in *Green Lantern* has maintained momentum.

Many in the back issue market have all but given up on Valiant, ready to declare the fall of the one-time king of the market. "Valiant is a dead horse here," says Mad Cat Comics in Kalamazoo, MI. Will *The Chaos Effect* pull them out of their slump?

Stephen Platt continues to be the hottest new artist on the scene, with his *Prophet* #4 variant cover an item in high demand right now. Time will tell just how long Splatt will retain his heat.

Marvel's back issue sales seem like a flashback, because we're back to the X's. Readers of the *X-Men* books have been returning to the stories of Nocieza and Lobdell, and new readers continue to be brought in by the popular cartoon series. "I expect the same to happen with *Spider-Man*," Rich Hernandez says, and he may not be far wrong. Already several stores report marked interest in the *Spider-Man* books which contained the simulated "cels."

This part really does sound like a broken record: *Bone*, in *any* printing, continues to be in major demand. Readers just can't get enough of the little guy with the big nose.

Several stores throughout the country have reported an interest in manga comics, such as *Ranma 1/2* from Viz or *Bubblegum Crisis* from Dark Horse. There are certainly new readers becoming interested in this genre, and early issues of *Ranma* are in short supply. With the recent release of a manga-style *Street Fighter II*, interest in the form may rise. ▲



VENOM #1 BLACK

NEW FIND!

When *Venom: Lethal Protector* #1 came out, a number of copies were released *without* the red holo-foil. Usually, errors like this are found and destroyed, but this instance became one of the most valuable "variant" editions ever released.

Be warned, though: HERO has learned that several unscrupulous individuals have learned to convert a regular edition *Venom* #1 to a black one! We won't explain the process here, but be aware that there are probably quite a few bogus "black editions" on the market!

BOOK of the month



GEN^{13} #1

Image Comics

In a market where nothing seems to stand out, how come Jim Lee's *Wildstorm* is such a spectacular exception? *Gen*^{13} #1 is the most prominent, but the second issue of this miniseries (as well as the first two issues of *Kindred*) have also seen dramatic increases. *Gen*^{13} #1 has been seen for as much as $20 or more. For a book less than four months old, this is downright incredible.

Believe it or not, you can attribute this to the down market as well. Had this book come out last summer, retailers would have ordered a *lot* more of them, and you'd likely be finding it in the discount boxes today. However, since orders for *Gen*^{13} #1 were placed during the *winter*, and the book shipped during what is usually a very down month for comics sales, orders were conservative to say the least.

Ordering a debut book like *Gen*^{13} is difficult for retailers. They can base their orders for an ongoing series on the sales of the previous issue, but for a first issue, especially a miniseries, the best they can give is an educated guess. Even then, it's still a gamble.

In this case, many retailers guessed wrong. All of a sudden, you're back to the basic laws of economics: high demand combined with low supply equals higher prices. Once word got out on the "heat" behind *Gen*^{13}, an almost contradictory process begins: the higher the price rises, the more people want it. The result is an even *faster* rise in value.

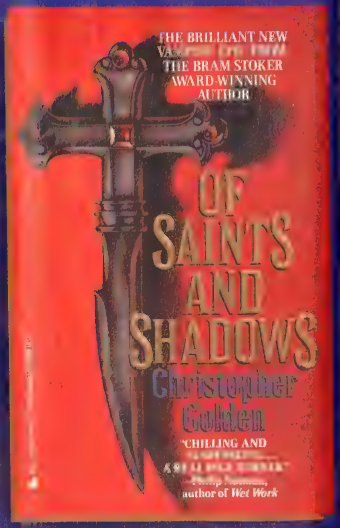
There is one other factor to consider with *Gen*^{13} #1. The book contains a coupon, one of four needed to purchase a *Gen*^{13} #0, which probably fueled purchase of multiple copies. However, the coupon was printed on a story page, so Homage has decided to accept photocopies of the coupon. Also, the reprint of *Gen*^{13} #1 will include the same coupon. How this will affect the value has yet to be seen.

Is the demand for *Gen*^{13} #1 a genuine desire for the product or a sign that the speculator frenzy will never completely die? At this point, it is far too early to tell.

The war between humans and vampires has begun...

OF SAINTS AND SHADOWS

Christopher Golden

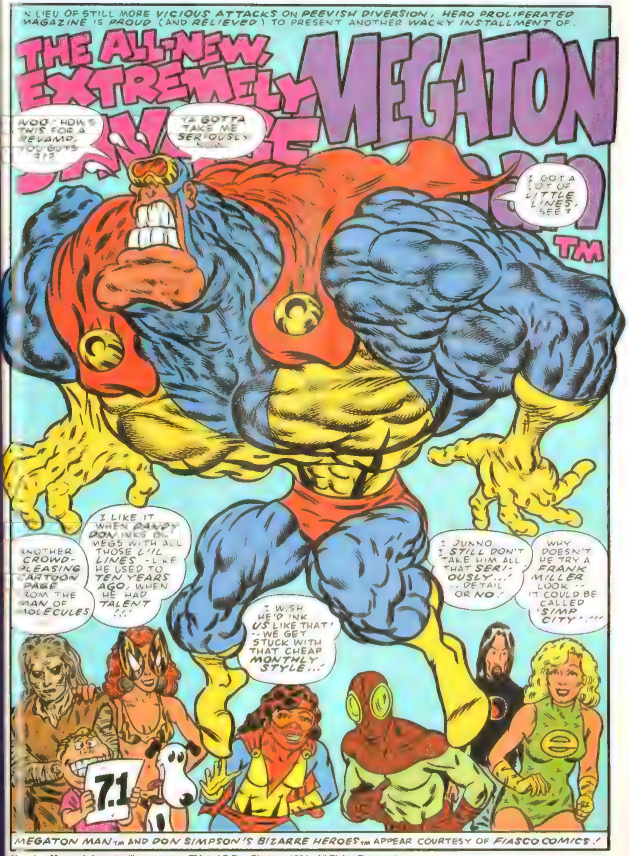


Bram Stoker Award-Winner

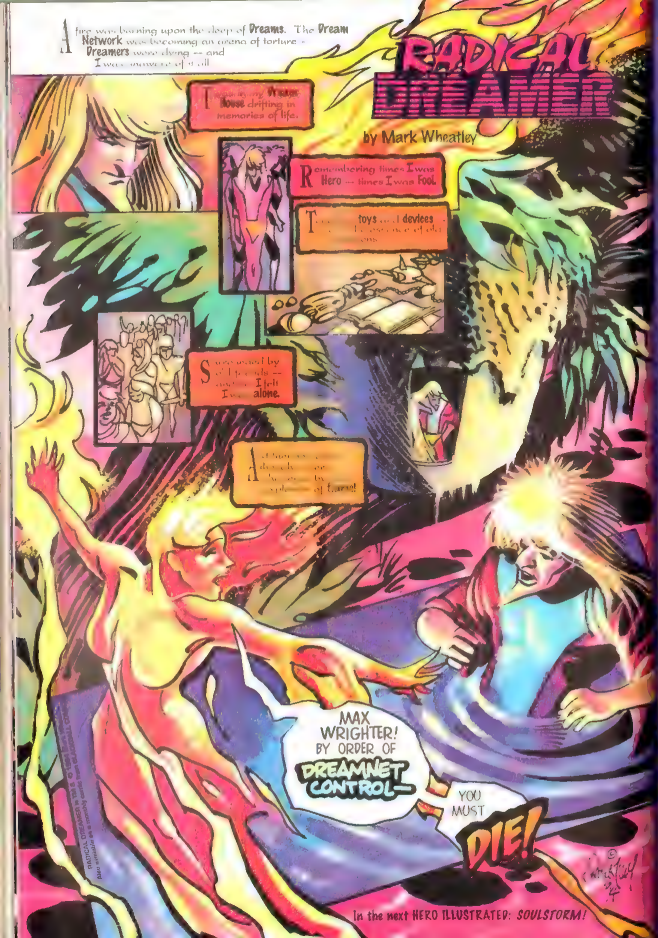
A secret sect of the Catholic Church, armed with an ancient book of the undead called The Gospel of Shadows, has been slowly destroying vampires for centuries. Now the book has been stolen, and the sect races to retrieve it before their purpose is discovered: a final purge of all vampires. As the line between saints and shadows grows ominously faint, private eye Peter Octavian is drawn into the search. And he'll do anything to find the book ...for Peter Octavian is also a vampire.

* Just published and available now *

The Berkley Publishing Group



Megaton Man and character likenesses are TM and © Don Simpson 1994. All Rights Reserved



HERO PRICE GUIDE

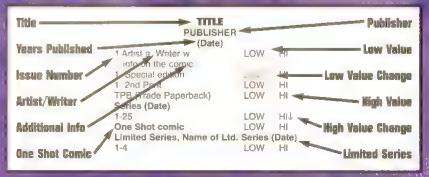
The *HERO PRICE GUIDE* you now hold in your hands is the most interactive and accurate price guide of its kind.

Thousands of hours were spent gathering and compiling the expanded data contained within the following 45 pages to deliver a price guide that addresses the needs and concerns of both casual and avid collectors alike.

Nearly 100 different retail locations were polled to obtain the pricing information contained within the *HERO* guide. The price listings provided by the participating retail locations, along with the information contained within the *HERO* Price Guide Fact-files, have been prepared to give you an honest appraisal of the current high and low market values of your near-mint comics from sources around the country. Since *HERO* does not operate, own, or have an interest in any type of comic retail business, the *HERO* Price Guide is a more accurate reflection of current comic values.

Even though time and effort has gone into making the *HERO* Price Guide the most comprehensive and informative valuation listing, please understand that day-to-day changes as well as geographical considerations may slightly alter the value of the comic in your area. Some stores may charge more or less than the prices listed within this guide, although the data in *HERO* will provide additional information relating to trends and value, levels that provide you with your collection's approximate value as well as the month-to-month direction that certain titles are heading.

If you would like to be a contributor to the *HERO* Price Guide, contact Brian Wenberg, HERO, 1920 Highland Ave., #222, Lombard, IL 60148.



TITLE: The name of the comic book.

FACT FILE: Information about the comic, including publisher, writer and artist team, cover price, and current value.

OVERVIEW: A background of the story line featured in that comic.

HERO RATING: This is the long-range potential of the comic in question, based on info from retailers.

HERO FACT FILE

AQUAMAN #1

Publisher:	DC Comics
Issue No.:	#1
Writer:	Unknown
Artist:	Nick Cardy
Date:	Unknown
Cover Price:	$0.12
Current Low Price:	$285.00
Current High Price:	$350.00

Overview: Aquaman and Aqualad must stop the Fire Twins from overthrowing the planet and becoming masters of earth.

HERO RATING: ★

H.J. PICK

A nifty character who is hard to use. This book is a fun read, but the price is a bit high; it shouldn't go up for a while. It would be great for consumers if DC could put together an *Aquaman Archives.*



DEALER PICK

"Here's a character whose time has come and gone. Needs major overhauling or [he] can be put back into the archives. Good back-up stories ... A great character that can't hold his own series. It would be best to have a limited series every year rather than ongoing because it would be cancelled anyway."

HERO CONTEST #216

For a shot at this classic book, you must tell us the real names of Aquaman and Aqualad.

HERO PICK: What does the HERO research staff think of this comic's potential?

DEALER PICK: What retailers say about this title's de-mand, interest, and long-term value power.

HERO CONTEST: Send entries on a postcard to: HERO PRICE GUIDE CONTEST 1920 Highland Ave. Suite 222 Lombard, IL 60148

HERO PRICE GUIDE

TITLE
PUBLISHER
(Date)

1 Amst-a Writer-w LOW
Info on the comic
1 Special edition LOW
1 2nd Print LOW
TPB (Trade Paperback) LOW
Series (Date)
1-25 LOW
One shot comic LOW
Limited Series, Name of Ltd. Series (Date)
1-4 LOW

1963
Image
(1993-Present)

1 S Bissette-a,A Moore-w 1.25 2.00
Mystery Inc
1 Gold ed. 10.00 25.00
1 Platinum 10.00 25.00
2 S Bissette-a,R Veitch-w 1.00 2.00
The Fury
3 S Bissette-a R Veitch-w 1.00 2.00
Tales of the Uncanny
4 S Bissette-a J Valentino-w 1.00 1.95
Tales from Beyond
5 S Bissette-a J Valentino-w 1.00 1.95
Horus Lord of Light

2099 UNLIMITED
Marvel
(1993-Present)

1-4 4.50 5.00
5 3.95 3.95

ACTION COMICS
DC Comics
(1938-Present)

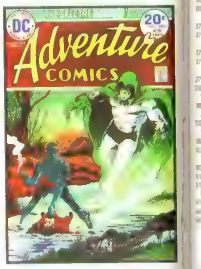
251 85.00 85.00
252 700.00 900.00
1st App Supergirl
253 135.00 250.00
254 125.00 275.00
1st App Bizzaro
255 80.00 150.00
256-260 55.00 75.00
261 55.00 75.00
1st App X-Kryptonite
1st App Streaky the Super Cat
262 42.00 75.00
263 60.00 75.00
Origin of Bizzaro World
264-265 42.00 75.00
267 275.00 350.00
3rd App LSH 1st App Chameleon Boy
Colossal Boy and Invisible Kid
268 41.00 50.00
269 41.00 50.00
1st App Aqualad
270 41.00 50.00
271-275 37.00 50.00
276 100.00 125.00
1st App Bouncing Boy Brainiac 5 Phantom Girl, Shrinking Violet Sun Boy and Triplicate Girl, Supergirl joins the LSH
277-282 37.00 50.00
283,285 LSH 45.00 75.00
284 47.00 47.00
Mon El App
286-290 23.00 23.00
291-292 15.00 15.00
293 30.00 40.00
Origin of Comet
294-299 15.00 25.00
300 17.00 35.00
301-303
304 10.00 10.00
1st App Black Flame
305-308 10.00 10.00
309 12.00 12.00
Batman and Robin Cameo
310-320 10.00 10.00
321-333 7.00 7.00
334 25.00 50.00
Giant size

335-346 7.00 7.00
342-346 5.00 5.00
347 9.00 20.00
Giant size
348-349 5.00 5.00
350 5.00 5.00
Batman, Green Arrow Green Lantern App
351-359 5.00 5.00
360 Giant 15.00 30.00
361-372 4.00 4.00
373 7.00 15.00
Giant size
374-380 4.00 6.00
381-418 3.50 6.00
419
1st App Human Target
420 3.50 6.00
421 4.00 5.00
1st App Captain Strong
422-423 4.00 5.00
424 3.50 6.00
425 Adams art 5.00 10.00
426-430 3.00 3.00
431-436 J Aparo-a 2.50 2.50
437 J.Aparo-a 5.00 5.00
Giant size
438-439 J-Aparo-a 2.50 2.50
440-441 J.Aparo-a 5.00 5.00
1st Mike Grell art on Green Arrow
442 J.Aparo-a 2.50 2.50
443 J.Aparo-a 4.00 4.00
Giant size
444-445 J.Aparo-a 2.50 3.00
446 J Aparo-a 3.00 3.00
447-452 J.Aparo-a 2.50 3.00
453-470 2.50 2.50
471-486 2.00 2.50
487 2.00 2.50
1st App Microwave Man
488 2.50 5.00
489 499 2.00 2.50
500 2.50 5.00
501 502 2.00 2.50
503 520 1.50 2.00
521 1.50 2.00
1st App The Vixen
522-532 1.50 2.00
533-535 1.00 2.00
536 1.00 2.00
New Teen Titans Cameo
537-545 1.00 2.00
546 1.00 2.00
JLA and New Teen Titans App
547-561 1.00 2.00
562-583 5.00 9.00
Animal Man App
584 1.00 1.75
555-559 1.00 1.25
560 1.00 2.00
561-581 1.00 1.25
582 1.00 2.00
583 A Moore-w 6.00 10.00
584-585 J Byrne-a/w 2.00 3.00
New Teen Titans App
586 J Byrne-a/w 1.50 2.00
587-592 J Byrne-a/w 1.00 1.50
593-597 J Byrne-a/w 1.50 2.00
598 J Byrne-a/w 1.50 3.00
1st App Checkmate
599 1.50 2.00
600 J Byrne G Perez J Ordway-a 3.00 6.50
601-642 1.00 2.00
Weekly issues
643 G.Perez-a 2.00 2.00
644-648 G Perez-a 1.50 2.00
649 G.Perez-a 2.00 2.00
650 G.Perez-a 1.50 2.00
Lobo Cameo
650-652 G Perez-a 1.50 2.00
653-658 1.50 2.00
659 1.50 3.00
660 1.50 2.00
Death of Lex Luthor
661 1.50 2.00
662 2.00 3.00
Clark Kent reveals secret ID to Lois Lane
663-673 1.50 2.00
674 2.00 3.00
675 2.00 3.00
Deathstroke Cameo
676-677 2.00 3.00
678 1.75 2.00
679-682 1.50 2.00
683 5.00 10.00
Doomsday cameo
683 2nd and 3rd print 1.50 2.00
684 Doomsday 3.00 8.00
685 2.00 3.00
Funeral for a Friend

686 1.50 4.00
Funeral for a Friend
687 2.00 2.00
Eradicator App Newsstand
687 Direct 2.50 3.50
688 2.50 3.50
689 3.00 4.00
690-693 1.50 2.00
694 1.50 2.00
695 1.50 2.50
695 Collectors ed. 2.50 2.50
696-697 1.50 2.00
698-699 1.50 1.50
700 2.95 2.95
Destruction of Metropolis
Annual 1 A Adams-a 5.00 6.00
Annual 2 2.50 3.50
1st App Eradicator in original form
J Ordway C Perez,M Mignola C Swan-a
J Ordway G Perez R Stern-w
Annual 3 2.50 3.50
Annual 4 2.50 3.50
Annual 5 2.50 2.50

ADVENTURE COMICS
DC Comics
(1938-1983)

275 100.00 100.00
276-280 45.00 45.00
281 36.00 45.00
282 93.00 110.00
Legion of Super-Heroes App
283 62.00 70.00



roduction of Phantom Zone 35.00 35.00
284 60.00 60.00
285 50.00 50.00
286 30.00 30.00
287-289 84.00 84.00
290
LSH App
291-292 29.00 29.00
293 54.00 54.00
294 59.00 59.00
295-298 27.00 30.00
299 30.00 30.00
1st Gold Kryptonite
300 250.00 350.00
Legion series begins, Lar Gand leaves Phantom Zone and joins
301 72.00 100.00
Origin of Bouncing Boy
302 44.00 70.00
303 44.00 70.00
1st App Matter Eater Lad
304 44.00 70.00
Death of Lightning Lad
305 44.00 70.00
306 36.00 50.00
1st App Legion of Substitute Heroes
307 36.00 50.00
1st App Element Lad
308 36.00 50.00
1st App Lightning Lass
309-310 36.00 50.00
311-316 26.00 35.00
317 26.00 35.00

1st App Dream Girl
320 26.00 35.00
321 20.00 20.00
1st App Time Trapper
322-329 17.00 17.00
330 17.00 17.00
1st App Lone Wolf later to become Timber Wolf
331-338 17.00 17.00
339 14.00 14.00
340 14.00 14.00
1st App Computo
341 10.00 10.00
Brainiac 5 Light Lass Become Duo Damsel
342-345 8.00 8.00
346 12.00 15.00
1st App Ferro Lad, Karate Kid, Princess Projectra and Nemesis Kid, become new members
347 8.00 8.00
348 8.00 8.00
1st App Dr Regulus
349 8.00 8.00
1st App Universo and Rond Vidar
350 8.00 8.00
351 8.00 8.00
1st App White Witch
352 7.00 7.00
1st App Fatal Five, Emerald Empress, Mano, Persuader, Tharok, Validus
353 13.00 18.00
Death of Ferro Lad
354-360 7.00 7.00
361-364 6.00 6.00
365 6.00 6.00
1st App Shadow Lass
366-368 6.00 6.00
369 6.00 6.00
1st App Mordru
370 6.00 6.00
371 5.00 5.00
1st App Chemical King
372-374 5.00 5.00
375 5.00 5.00
1st App The Wanderers
376-379 5.00 5.00
380 5.00 5.00
LSH series ends
381-389 2.00 2.00
Sword of Sorcery begins
390 5.00 5.00
Giant size
391-403 2.00 2.00
404 5.50 5.50
Giant size
404-410 2.00 2.00
411 1.00 1.00
412 3.00 3.00
Reprint of Animal Man from Strange Adventures 1.80
1.00 1.50
3.00 3.00
1.00 1.50

ADVENTURES OF CYCLOPS AND PHOENIX
Marvel
(1994-Present)

2.95 2.95

ADVENTURES OF SUPERMAN
DC Comics
(1987-Present)

Formerly Superman
384 J Ordway-a 2.00 2.00
385 J Ordway-a 1.00 1.75
386 J Ordway-a 1.50 1.75
Jonah Hex-w
387 J Ordway-a 1.50 1.75
1st app Jose Delgado (Gangbuster)
413-441 J Ordway-a 1.50 1.75
442 Jurgens-a 1.50 2.50
443 2.00 4.00
Superman/Flash race
444 1.50 3.50
Sub-App
445 1.50 1.50
446 2.00 5.00
1st App Hank Henshaw, later to be the Cyborg Superman
447 1.50 2.00
448 1.50 2.00
449 1.50 2.00
450-473 1.50 2.00
474-475 1.50 1.50
476 1.50 2.00
477-485 1.50 2.00
486 1.25 1.50
487-489 1.50 2.00
490-491 2.00 3.00
492 4.00 8.00
Doomsday cameo
493 2nd print 1.25 3.00
498 3.00 5.00
Funeral For a Friend
498 2nd print 1.25 1.50
499 1.25 4.00
Funeral
500 2.50 3.00
1st App New Superboy, Cyborg Superman
Eradicator,and Superman, and Steel without armor
J Bogdanovne D Jurgens,J Ordway-a
500 Bagged direct ed. 3.50 6.00
500 Platinum ed 45.00 75.00
501 1.75 2.50
Superboy App
501 Direct ed. 1.95 2.50
502-504 1.50 2.50
505 2.00 4.00
505 Direct ed. 2.50 3.50
506-510 1.50 2.00
511-512 1.50 1.50
Annual 1 2.00 3.00
Annual 2 J.Byrne-a 2.50 4.00
Annual 3 2.50 3.00
Legion '90 App.
Annual 4 2.50 3.00
Annual 5 2.50 3.00

AGE OF REPTILES
Dark Horse
(1993-1994)

1-4 2.50 3.50

AGENT THREE ZERO
Galaxinovels
(1993)

1 Vanous-a 3.95 3.95
1 Limited ed. 10.00 10.00

AIRTIGHT GARAGE, THE
Marvel
(1993)

1-4 Moebius-a 2.50 2.50
Reprints of Graphic Novels

AKIRA
Marvel
(1988-Present)

1 10.00 20.00
1 2nd print 3.50 5.00
2 8.00 14.00
2 2nd print 3.50 5.00

ALBEDO
Dark Horse
(1993-1994)

0 2.50 2.50
1 2.50 2.50
1 2nd print 2.50 2.50
2 2.50 2.50
3 2.50 2.50
4 2.50 2.50
5 2.50 2.50
6 2.50 2.50
7 2.50 2.50
8 2.50 2.50
9 2.50 2.50
10 2.50 2.50
11 2.50 2.50
12 2.50 2.50
13 2.50 2.50
14 2.50 2.50
15 2.50 2.50
16 2.50 2.50
17 2.50 2.50
18 2.50 2.50
19 2.50 2.50
20 2.50 2.50
21 2.50 2.50
22 2.50 2.50
23 2.50 2.50
24 2.50 2.50
25 2.50 2.50
26 2.50 2.50
27 2.50 2.50
28 2.50 2.50
29 2.50 2.50
30 2.50 2.50
31 2.50 2.50
32 2.50 2.50
33 2.50 2.50
34 2.50 2.50
35 2.50 2.50
36 2.50 2.50
37 2.50 2.50
38 2.50 2.50
39 2.50 2.50
40 2.50 2.50
41 2.50 2.50
42 2.50 2.50
43 2.50 2.50
44 2.50 2.50
45 2.50 2.50
46 2.50 2.50
47 2.50 2.50
48 2.50 2.50
49 2.50 2.50
50 2.50 2.50
51 2.50 2.50
52 2.50 2.50
53 2.50 2.50
54 2.50 2.50
55 2.50 2.50
56 2.50 2.50
57 2.50 2.50
58 2.50 2.50
59 2.50 2.50
60 2.50 2.50
61 2.50 2.50
62 2.50 2.50
63 2.50 2.50
64 2.50 2.50
65 2.50 2.50
66 2.50 2.50
67 2.50 2.50
68 2.50 2.50
69 2.50 2.50
70 2.50 2.50
71 2.50 2.50
72 2.50 2.50
73 2.50 2.50
74 2.50 2.50
75 2.50 2.50
76 2.50 2.50
77 2.50 2.50
78 2.50 2.50
79 2.50 2.50
80 2.50 2.50
81 2.50 2.50
82 2.50 2.50
83 2.50 2.50
84 2.50 2.50
85 2.50 2.50
86 2.50 2.50
87 2.50 2.50
88 2.50 2.50
89 2.50 2.50
90 2.50 2.50
91 2.50 2.50
92 2.50 2.50
93 2.50 2.50
94 2.50 2.50
95 2.50 2.50
96 2.50 2.50
97 2.50 2.50
98 2.50 2.50
99 2.50 2.50
100 2.50 2.50
101 2.50 2.50
102 2.50 2.50
103 2.50 2.50
104 2.50 2.50
105 2.50 2.50
106 2.50 2.50
107 2.50 2.50
108 2.50 2.50
109 2.50 2.50
110 2.50 2.50
111 2.50 2.50
112 2.50 2.50
113 2.50 2.50
114 2.50 2.50
115 2.50 2.50
116 2.50 2.50
117 2.50 2.50
118 2.50 2.50
119 2.50 2.50
120 2.50 2.50
121 2.50 2.50
122 2.50 2.50
123 2.50 2.50
124 2.50 2.50
125 2.50 2.50
126 2.50 2.50
127 2.50 2.50
128 2.50 2.50
129 2.50 2.50
130 2.50 2.50
131 2.50 2.50
132 2.50 2.50
133 2.50 2.50
134 2.50 2.50
135 2.50 2.50
136 2.50 2.50
137 2.50 2.50
138 2.50 2.50
139 2.50 2.50
140 2.50 2.50
141 2.50 2.50
142 2.50 2.50
143 2.50 2.50
144 2.50 2.50
145 2.50 2.50
146 2.50 2.50
147 2.50 2.50
148 2.50 2.50
149 2.50 2.50
150 2.50 2.50
151 2.50 2.50
152 2.50 2.50
153 2.50 2.50
154 2.50 2.50
155 2.50 2.50
156 2.50 2.50
157 2.50 2.50
158 2.50 2.50
159 2.50 2.50
160 2.50 2.50
161 2.50 2.50
162 2.50 2.50
163 2.50 2.50
164 2.50 2.50
165 2.50 2.50
166 2.50 2.50
167 2.50 2.50
168 2.50 2.50
169 2.50 2.50
170 2.50 2.50
171 2.50 2.50
172 2.50 2.50
173 2.50 2.50
174 2.50 2.50
175 2.50 2.50
176 2.50 2.50
177 2.50 2.50
178 2.50 2.50
179 2.50 2.50
180 2.50 2.50
181 2.50 2.50
182 2.50 2.50
183 2.50 2.50
184 2.50 2.50
185 2.50 2.50
186 2.50 2.50
187 2.50 2.50
188 2.50 2.50
189 2.50 2.50
190 2.50 2.50
191 2.50 2.50
192 2.50 2.50
193 2.50 2.50
194 2.50 2.50
195 2.50 2.50
196 2.50 2.50
197 2.50 2.50
198 2.50 2.50
199 2.50 2.50
200 2.50 2.50
201 2.50 2.50
202 2.50 2.50
203 2.50 2.50
204 2.50 2.50
205 2.50 2.50
206 2.50 2.50
207 2.50 2.50
208 2.50 2.50
209 2.50 2.50
210 2.50 2.50
211 2.50 2.50
212 2.50 2.50
213 2.50 2.50
214 2.50 2.50
215 2.50 2.50
216 2.50 2.50
217 2.50 2.50
218 2.50 2.50
219 2.50 2.50
220 2.50 2.50
221 2.50 2.50
222 2.50 2.50
223 2.50 2.50
224 2.50 2.50
225 2.50 2.50
226 2.50 2.50
227 2.50 2.50
228 2.50 2.50
229 2.50 2.50
230 2.50 2.50
231 2.50 2.50
232 2.50 2.50
233 2.50 2.50
234 2.50 2.50
235 2.50 2.50
236 2.50 2.50
237 2.50 2.50
238 2.50 2.50
239 2.50 2.50
240 2.50 2.50
241 2.50 2.50
242 2.50 2.50
243 2.50 2.50
244 2.50 2.50
245 2.50 2.50
246 2.50 2.50
247 2.50 2.50
248 2.50 2.50
249 2.50 2.50
250 2.50 2.50
251 2.50 2.50
252 2.50 2.50
253 2.50 2.50
254 2.50 2.50
255 2.50 2.50
256 2.50 2.50
257 2.50 2.50
258 2.50 2.50
259 2.50 2.50
260 2.50 2.50
261 2.50 2.50
262 2.50 2.50
263 2.50 2.50
264 2.50 2.50
265 2.50 2.50
266 2.50 2.50
267 2.50 2.50
268 2.50 2.50
269 2.50 2.50
270 2.50 2.50
271 2.50 2.50
272 2.50 2.50
273 2.50 2.50
274 2.50 2.50
275 2.50 2.50
276 2.50 2.50
277 2.50 2.50
278 2.50 2.50
279 2.50 2.50
280 2.50 2.50
281 2.50 2.50
282 2.50 2.50
283 2.50 2.50
284 2.50 2.50
285 2.50 2.50
286 2.50 2.50
287 2.50 2.50
288 2.50 2.50
289 2.50 2.50
290 2.50 2.50
291 2.50 2.50
292 2.50 2.50
293 2.50 2.50
294 2.50 2.50
295 2.50 2.50
296 2.50 2.50
297 2.50 2.50
298 2.50 2.50
299 2.50 2.50
300 2.50 2.50
301 2.50 2.50
302 2.50 2.50
303 2.50 2.50
304 2.50 2.50
305 2.50 2.50
306 2.50 2.50
307 2.50 2.50
308 2.50 2.50
309 2.50 2.50
310 2.50 2.50
311 2.50 2.50
312 2.50 2.50
313 2.50 2.50
314 2.50 2.50
315 2.50 2.50
316 2.50 2.50
317 2.50 2.50
318 2.50 2.50
319 2.50 2.50
320 2.50 2.50
321 2.50 2.50
322 2.50 2.50
323 2.50 2.50
324 2.50 2.50
325 2.50 2.50
326 2.50 2.50
327 2.50 2.50
328 2.50 2.50
329 2.50 2.50
330 2.50 2.50
331 2.50 2.50
332 2.50 2.50
333 2.50 2.50
334 2.50 2.50
335 2.50 2.50
336 2.50 2.50
337 2.50 2.50
338 2.50 2.50
339 2.50 2.50
340 2.50 2.50
341 2.50 2.50
342 2.50 2.50
343 2.50 2.50
344 2.50 2.50
345 2.50 2.50
346 2.50 2.50
347 2.50 2.50
348 2.50 2.50
349 2.50 2.50
350 2.50 2.50
351 2.50 2.50
352 2.50 2.50
353 2.50 2.50
354 2.50 2.50
355 2.50 2.50
356 2.50 2.50
357 2.50 2.50
358 2.50 2.50
359 2.50 2.50
360 2.50 2.50
361 2.50 2.50
362 2.50 2.50
363 2.50 2.50
364 2.50 2.50
365 2.50 2.50
366 2.50 2.50
367 2.50 2.50
368 2.50 2.50
369 2.50 2.50
370 2.50 2.50
371 2.50 2.50
372 2.50 2.50
373 2.50 2.50
374 2.50 2.50
375 2.50 2.50
376 2.50 2.50
377 2.50 2.50
378 2.50 2.50
379 2.50 2.50
380 2.50 2.50
381 2.50 2.50
382 2.50 2.50
383 2.50 2.50
384 2.50 2.50
385 2.50 2.50
386 2.50 2.50
387 2.50 2.50
388 2.50 2.50
389 2.50 2.50
390 2.50 2.50
391 2.50 2.50
392 2.50 2.50
393 2.50 2.50
394 2.50 2.50
395 2.50 2.50
396 2.50 2.50
397 2.50 2.50
398 2.50 2.50
399 2.50 2.50
400 2.50 2.50
401 2.50 2.50
402 2.50 2.50
403 2.50 2.50
404 2.50 2.50
405 2.50 2.50
406 2.50 2.50
407 2.50 2.50
408 2.50 2.50
409 2.50 2.50
410 2.50 2.50
411 2.50 2.50
412 2.50 2.50
413 2.50 2.50
414 2.50 2.50
415 2.50 2.50
416 2.50 2.50
417 2.50 2.50
418 2.50 2.50
419 2.50 2.50
420 2.50 2.50
421 2.50 2.50
422 2.50 2.50
423 2.50 2.50
424 2.50 2.50
425 2.50 2.50
426 2.50 2.50
427 2.50 2.50
428 2.50 2.50
429 2.50 2.50
430 2.50 2.50
431 2.50 2.50
432 2.50 2.50
433 2.50 2.50
434 2.50 2.50
435 2.50 2.50
436 2.50 2.50
437 2.50 2.50
438 2.50 2.50
439 2.50 2.50
440 2.50 2.50
441 2.50 2.50
442 2.50 2.50
443 2.50 2.50
444 2.50 2.50
445 2.50 2.50
446 2.50 2.50
447 2.50 2.50
448 2.50 2.50
449 2.50 2.50
450 2.50 2.50
451 2.50 2.50
452 2.50 2.50
453 2.50 2.50
454 2.50 2.50
455 2.50 2.50
456 2.50 2.50
457 2.50 2.50
458 2.50 2.50
459 2.50 2.50
460 2.50 2.50
461 2.50 2.50
462 2.50 2.50
463 2.50 2.50
464 2.50 2.50
465 2.50 2.50
466 2.50 2.50
467 2.50 2.50
468 2.50 2.50
469 2.50 2.50
470 2.50 2.50
471 2.50 2.50
472 2.50 2.50
473 2.50 2.50
474 2.50 2.50
475 2.50 2.50
476 2.50 2.50
477 2.50 2.50
478 2.50 2.50
479 2.50 2.50
480 2.50 2.50
481 2.50 2.50
482 2.50 2.50
483 2.50 2.50
484 2.50 2.50
485 2.50 2.50
486 2.50 2.50
487 2.50 2.50
488 2.50 2.50
489 2.50 2.50
490 2.50 2.50
491 2.50 2.50
492 2.50 2.50
493 2.50 2.50
494 2.50 2.50
495 2.50 2.50
496 2.50 2.50
497 2.50 2.50
498 2.50 2.50
499 2.50 2.50
500 2.50 2.50
501 2.50 2.50
502 2.50 2.50
503 2.50 2.50
504 2.50 2.50
505 2.50 2.50
506 2.50 2.50
507 2.50 2.50
508 2.50 2.50
509 2.50 2.50
510 2.50 2.50
511 2.50 2.50
512 2.50 2.50
513 2.50 2.50
514 2.50 2.50
515 2.50 2.50
516 2.50 2.50
517 2.50 2.50
518 2.50 2.50
519 2.50 2.50
520 2.50 2.50
521 2.50 2.50
522 2.50 2.50
523 2.50 2.50
524 2.50 2.50
525 2.50 2.50
526 2.50 2.50
527 2.50 2.50
528 2.50 2.50
529 2.50 2.50
530 2.50 2.50
531 2.50 2.50
532 2.50 2.50
533 2.50 2.50
534 2.50 2.50
535 2.50 2.50
536 2.50 2.50
537 2.50 2.50
538 2.50 2.50
539 2.50 2.50
540 2.50 2.50
541 2.50 2.50
542 2.50 2.50
543 2.50 2.50
544 2.50 2.50
545 2.50 2.50
546 2.50 2.50
547 2.50 2.50
548 2.50 2.50
549 2.50 2.50
550 2.50 2.50
551 2.50 2.50
552 2.50 2.50
553 2.50 2.50
554 2.50 2.50
555 2.50 2.50
556 2.50 2.50
557 2.50 2.50
558 2.50 2.50
559 2.50 2.50
560 2.50 2.50
561 2.50 2.50
562 2.50 2.50
563 2.50 2.50
564 2.50 2.50
565 2.50 2.50
566 2.50 2.50
567 2.50 2.50
568 2.50 2.50
569 2.50 2.50
570 2.50 2.50
571 2.50 2.50
572 2.50 2.50
573 2.50 2.50
574 2.50 2.50
575 2.50 2.50
576 2.50 2.50
577 2.50 2.50
578 2.50 2.50
579 2.50 2.50
580 2.50 2.50
581 2.50 2.50
582 2.50 2.50
583 2.50 2.50
584 2.50 2.50
585 2.50 2.50
586 2.50 2.50
587 2.50 2.50
588 2.50 2.50
589 2.50 2.50
590 2.50 2.50
591 2.50 2.50
592 2.50 2.50
593 2.50 2.50
594 2.50 2.50
595 2.50 2.50
596 2.50 2.50
597 2.50 2.50
598 2.50 2.50
599 2.50 2.50
600 2.50 2.50
601 2.50 2.50
602 2.50 2.50
603 2.50 2.50
604 2.50 2.50
605 2.50 2.50
606 2.50 2.50
607 2.50 2.50
608 2.50 2.50
609 2.50 2.50
610 2.50 2.50
611 2.50 2.50
612 2.50 2.50
613 2.50 2.50
614 2.50 2.50
615 2.50 2.50
616 2.50 2.50
617 2.50 2.50
618 2.50 2.50
619 2.50 2.50
620 2.50 2.50
621 2.50 2.50
622 2.50 2.50
623 2.50 2.50
624 2.50 2.50
625 2.50 2.50
626 2.50 2.50
627 2.50 2.50
628 2.50 2.50
629 2.50 2.50
630 2.50 2.50
631 2.50 2.50
632 2.50 2.50
633 2.50 2.50
634 2.50 2.50
635 2.50 2.50
636 2.50 2.50
637 2.50 2.50
638 2.50 2.50
639 2.50 2.50
640 2.50 2.50
641 2.50 2.50
642 2.50 2.50
643 2.50 2.50
644 2.50 2.50
645 2.50 2.50
646 2.50 2.50
647 2.50 2.50
648 2.50 2.50
649 2.50 2.50
650 2.50 2.50
651 2.50 2.50
652 2.50 2.50
653 2.50 2.50
654 2.50 2.50
655 2.50 2.50
656 2.50 2.50
657 2.50 2.50
658 2.50 2.50
659 2.50 2.50
660 2.50 2.50
661 2.50 2.50
662 2.50 2.50
663 2.50 2.50
664 2.50 2.50
665 2.50 2.50
666 2.50 2.50
667 2.50 2.50
668 2.50 2.50
669 2.50 2.50
670 2.50 2.50
671 2.50 2.50
672 2.50 2.50
673 2.50 2.50
674 2.50 2.50
675 2.50 2.50
676 2.50 2.50
677 2.50 2.50
678 2.50 2.50
679 2.50 2.50
680 2.50 2.50
681 2.50 2.50
682 2.50 2.50
683 2.50 2.50
684 2.50 2.50
685 2.50 2.50
686 2.50 2.50
687 2.50 2.50
688 2.50 2.50
689 2.50 2.50
690 2.50 2.50
691 2.50 2.50
692 2.50 2.50
693 2.50 2.50
694 2.50 2.50
695 2.50 2.50
696 2.50 2.50
697 2.50 2.50
698 2.50 2.50
699 2.50 2.50
700 2.50 2.50
701 2.50 2.50
702 2.50 2.50
703 2.50 2.50
704 2.50 2.50
705 2.50 2.50
706 2.50 2.50
707 2.50 2.50
708 2.50 2.50
709 2.50 2.50
710 2.50 2.50
711 2.50 2.50
712 2.50 2.50
713 2.50 2.50
714 2.50 2.50
715 2.50 2.50
716 2.50 2.50
717 2.50 2.50
718 2.50 2.50
719 2.50 2.50
720 2.50 2.50
721 2.50 2.50
722 2.50 2.50
723 2.50 2.50
724 2.50 2.50
725 2.50 2.50
726 2.50 2.50
727 2.50 2.50
728 2.50 2.50
729 2.50 2.50
730 2.50 2.50
731 2.50 2.50
732 2.50 2.50
733 2.50 2.50
734 2.50 2.50
735 2.50 2.50
736 2.50 2.50
737 2.50 2.50
738 2.50 2.50
739 2.50 2.50
740 2.50 2.50
741 2.50 2.50
742 2.50 2.50
743 2.50 2.50
744 2.50 2.50
745 2.50 2.50
746 2.50 2.50
747 2.50 2.50
748 2.50 2.50
749 2.50 2.50
750 2.50 2.50
751 2.50 2.50
752 2.50 2.50
753 2.50 2.50
754 2.50 2.50
755 2.50 2.50
756 2.50 2.50
757 2.50 2.50
758 2.50 2.50
759 2.50 2.50
760 2.50 2.50
761 2.50 2.50
762 2.50 2.50
763 2.50 2.50
764 2.50 2.50
765 2.50 2.50
766 2.50 2.50
767 2.50 2.50
768 2.50 2.50
769 2.50 2.50
770 2.50 2.50
771 2.50 2.50
772 2.50 2.50
773 2.50 2.50
774 2.50 2.50
775 2.50 2.50
776 2.50 2.50
777 2.50 2.50
778 2.50 2.50
779 2.50 2.50
780 2.50 2.50
781 2.50 2.50
782 2.50 2.50
783 2.50 2.50
784 2.50 2.50
785 2.50 2.50
786 2.50 2.50
787 2.50 2.50
788 2.50 2.50
789 2.50 2.50
790 2.50 2.50
791 2.50 2.50
792 2.50 2.50
793 2.50 2.50
794 2.50 2.50
795 2.50 2.50
796 2.50 2.50
797 2.50 2.50
798 2.50 2.50
799 2.50 2.50
800 2.50 2.50
801 2.50 2.50
802 2.50 2.50
803 2.50 2.50
804 2.50 2.50
805 2.50 2.50
806 2.50 2.50
807 2.50 2.50
808 2.50 2.50
809 2.50 2.50
810 2.50 2.50
811 2.50 2.50
812 2.50 2.50
813 2.50 2.50
814 2.50 2.50
815 2.50 2.50
816 2.50 2.50
817 2.50 2.50
818 2.50 2.50
819 2.50 2.50
820 2.50 2.50
821 2.50 2.50
822 2.50 2.50
823 2.50 2.50
824 2.50 2.50
825 2.50 2.50
826 2.50 2.50
827 2.50 2.50
828 2.50 2.50
829 2.50 2.50
830 2.50 2.50
831 2.50 2.50
832 2.50 2.50
833 2.50 2.50
834 2.50 2.50
835 2.50 2.50
836 2.50 2.50
837 2.50 2.50
838 2.50 2.50
839 2.50 2.50
840 2.50 2.50
841 2.50 2.50
842 2.50 2.50
843 2.50 2.50
844 2.50 2.50
845 2.50 2.50
846 2.50 2.50
847 2.50 2.50
848 2.50 2.50
849 2.50 2.50
850 2.50 2.50
851 2.50 2.50
852 2.50 2.50
853 2.50 2.50
854 2.50 2.50
855 2.50 2.50
856 2.50 2.50
857 2.50 2.50
858 2.50 2.50
859 2.50 2.50
860 2.50 2.50
861 2.50 2.50
862 2.50 2.50
863 2.50 2.50
864 2.50 2.50
865 2.50 2.50
866 2.50 2.50
867 2.50 2.50
868 2.50 2.50
869 2.50 2.50
870 2.50 2.50
871 2.50 2.50
872 2.50 2.50
873 2.50 2.50
874 2.50 2.50
875 2.50 2.50
876 2.50 2.50
877 2.50 2.50
878 2.50 2.50
879 2.50 2.50
880 2.50 2.50
881 2.50 2.50
882 2.50 2.50
883 2.50 2.50
884 2.50 2.50
885 2.50 2.50
886 2.50 2.50
887 2.50 2.50
888 2.50 2.50
889 2.50 2.50
890 2.50 2.50
891 2.50 2.50
892 2.50 2.50
893 2.50 2.50
894 2.50 2.50
895 2.50 2.50
896 2.50 2.50
897 2.50 2.50
898 2.50 2.50
899 2.50 2.50
900 2.50 2.50
901 2.50 2.50
902 2.50 2.50
903 2.50 2.50
904 2.50 2.50
905 2.50 2.50
906 2.50 2.50
907 2.50 2.50
908 2.50 2.50
909 2.50 2.50
910 2.50 2.50
911 2.50 2.50
912 2.50 2.50
913 2.50 2.50
914 2.50 2.50
915 2.50 2.50
916 2.50 2.50
917 2.50 2.50
918 2.50 2.50
919 2.50 2.50
920 2.50 2.50
921 2.50 2.50
922 2.50 2.50
923 2.50 2.50
924 2.50 2.50
925 2.50 2.50
926 2.50 2.50
927 2.50 2.50
928 2.50 2.50
929 2.50 2.50
930 2.50 2.50
931 2.50 2.50
932 2.50 2.50
933 2.50 2.50
934 2.50 2.50
935 2.50 2.50
936 2.50 2.50
937 2.50 2.50
938 2.50 2.50
939 2.50 2.50
940 2.50 2.50
941 2.50 2.50
942 2.50 2.50
943 2.50 2.50
944 2.50 2.50
945 2.50 2.50
946 2.50 2.50
947 2.50 2.50
948 2.50 2.50
949 2.50 2.50
950 2.50 2.50
951 2.50 2.50
952 2.50 2.50
953 2.50 2.50
954 2.50 2.50
955 2.50 2.50
956 2.50 2.50
957 2.50 2.50
958 2.50 2.50
959 2.50 2.50
960 2.50 2.50
961 2.50 2.50
962 2.50 2.50
963 2.50 2.50
964 2.50 2.50
965 2.50 2.50
966 2.50 2.50
967 2.50 2.50
968 2.50 2.50
969 2.50 2.50
970 2.50 2.50
971 2.50 2.50
972 2.50 2.50
973 2.50 2.50
974 2.50 2.50
975 2.50 2.50
976 2.50 2.50
977 2.50 2.50
978 2.50 2.50
979 2.50 2.50
980 2.50 2.50
981 2.50 2.50
982 2.50 2.50
983 2.50 2.50
984 2.50 2.50
985 2.50 2.50
986 2.50 2.50
987 2.50 2.50
988 2.50 2.50
989 2.50 2.50
990 2.50 2.50
991 2.50 2.50
992 2.50 2.50
993 2.50 2.50
994 2.50 2.50
995 2.50 2.50
996 2.50 2.50
997 2.50 2.50
998 2.50 2.50
999 2.50 2.50
1000 2.50 2.50

HERO PRICE GUIDE

3 ½ 8.00 10.00
6 4.00 8.00
7-33 4.00 5.00
TPB 1 Reprints 1-3 13.95 13.95
TPB 2-7 Reprints 4-24 14.95 14.95
TPB 8 Reprints 25-27 16.95 16.95

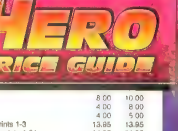
ALIEN LEGION
Marvel
(1984-1987)

1-20 1.50 2.00
2nd Series (1987-1990)
1-18 L.Stroman-a 1.25 1.50
Jugger Grimrod 6.00 6.00
Limited Series, Binary Deep (1993) 3.50 3.50
Limited Series, On The Edge (1990-1991)
1-3 L.Stroman-a 4.50 4.50
Limited Series, Tenants of Hell (1991)
1-2 L.Stroman-a 4.50 4.50

ALIENS
Dark Horse
(1988-1989)

1 M.Nelson-a 20.00 33.00
1 2nd print 3.00 6.00
1 3-6 print 2.00 3.00
2 12.00 25.00
2 2nd print 2.00 5.00
3 10.00 13.00
4 6.00 8.00
5 5.00 7.00
6 7.00 10.00
3-6 2nd print 2.00 3.00
2nd Series (1989-1990)
1 7.00 12.00
1 2nd print 2.50 3.00
2-4 4.75 8.00
2 2nd print 2.00 3.00
Mini comic M Nelson-a 7.50 10.00

HERO FACT FILE



AQUAMAN #1

K.I. PICK

Publisher: DC Comics
Issue No.: #1
Writer: Unknown
Artist: Nick Cardy
Inker: Unknown
Cover Price: $0.12
Current Low Price: $285.00
Current High Price: $350.00

Overview: Aquaman and Aqualad must stop the Fire Trolls from overthrowing the planet and becoming masters of earth.

HERO RATING: ★

A nifty character who is hard to use. This book is a fun read, but the price is a bit high; it should-n't go up for a while. It would be great for consumers if DC could put together an *Aquaman Archives*.

DEALER PICK

"Here's a character whose time has come and gone. Needs major overhauling or [he] can be put back into the archives. Good back-up stories ... A great character that can't hold his own series. It would be best to have a limited series every year rather than ongoing because it would be cancelled anyway."

HERO CONTEST

HERO CONTEST #216

For a shot at this classic book, you must tell us the real names of Aquaman and Aquaiad.

From Aliens portfolio
Tribes D.Dorman-a 11.95 11.95
Comic-size novel with illustrations
Limited Series, Aliens 3 (1992)
1 2.50 4.00
2-3 2.50 3.50
Limited Series, Aliens: Earth War (1990)
1 S.Keith-a 5.00 11.00
1 2nd print 2.50 3.00
2 4.00 7.00
3-4 2.50 5.00
Limited Series, Aliens: Genocide (1991-1992)
1 4.00 5.00
3-4 3.00 4.00
Limited Series, Aliens: Hive (1992)
1-4 K.Jones-a 3.00 4.00
Limited Series, Aliens Labyrinth (1993-1994)
1-3 2.50 3.50
4 2.50 3.00
Limited Series, Aliens: Newt's Tale (1993)
1-2 6.00 6.00
Limited Series, Aliens: Rouge (1993)
1-4 2.50 2.75
Limited Series, Aliens Vs. Predator (1990)
0 11.25 17.00
1 9.00 18.00
1 2nd print 2.50 5.00
2 5.00 9.00
3 6.00 10.00
4 5.00 8.00
2-4 2nd print 2.50 3.00

ALIENS: COLONIAL MARINES
Dark Horse
(1993-Present)

1-4 2.50 4.00
5-7 2.50 3.00
8-9 2.50 2.50

ALIENS/PREDATOR: DEADLIEST OF THE SPECIES
Dark Horse
(1993-Present)

1 C.Claremont-w 3.00 4.00
1 Platinum ed. 35.00 50.00
2-4 2.50 3.00
5 2.50 2.50

ALIENS: MUSIC OF THE SPEARS
Dark Horse
(1994-Present)

1-3 2.50 2.50

ALIENS SALVATION
Dark Horse
(1993-Present)

1 M.Mignola-a,D.Osborn-w 4.95 5.50

ALL-STAR WESTERN
DC Comics
(1970-1972)

1 10.00 15.00
2-8 4.00 8.00
9 6.50 10.00
10 42.00 70.00
Jonah Hex begins
11 12.00 25.00

ALPHA FLIGHT
Marvel
(1983-Present)

1 J.Byrne-a/w 3.00 4.50
Aurora, Guardian, Puck, Manna, Northstar, Sasquatch, Shaman and Snowbird start
2-11 2.00 3.00
12 2.00 3.50
Death of Guardian
13 4.00 13.00
Wolverine App
14-16 1.50 2.00
17 3.00 7.00
Wolverine App
18-28 1.50 2.00
John Byrne-a/w ends
29-31 M.Mignola-a 1.50 1.50
32 J.Bagdanov-a M.Mignola cover 2.00 2.95
33 M.Mignola-a 3.00 7.00



X Men App.
34 3.00 7.00
35-49 1.50 1.50
50 1.50 2.50
51 Jim Lee-a 4.00 8.00
52 J.Byrne-a 4.00 8.00
53 Jim Lee-a 3.00 6.00
54 W.Portacio-a 1.00 1.50
55-62 Jim Lee-a 2.00 4.00
63 1.00 1.50
64 Jim Lee-a 1.00 2.50
65-69 Jim Lee-a 1.00 1.50
70-74 1.50 2.00
75 2.00 3.00
76-86 1.50 2.00
87-90 3.00 5.00
Wolverine App
91-105 " "
106 " "
106 2nd print " "
107-109 " "
110,127 " "
128,129 " "
130 " "
Annual 1 " "
Annual 2 " "
Special 1 " "

AMAZING ADULT FANTASY
Marvel
(1961-1962)

7 S.Ditko-a 200.00 220.00
8 180.00 190.00
9-13 140.00 150.00
14 170.00 180.00

AMAZING ADVENTURES
Marvel
(1970-1976)

1 J.Kirby-a 14.00 20.00
2-4 J.Kirby-a 6.00 10.00
5-8 N.Adams-a 8.00 10.00
9-10 5.00 8.00
11 12.00 15.00
Beast solo story
12-17 6.00 12.00
Beast
18 N.Adams-a 11.00 14.00
19-39 2.50 4.00

AMAZING FANTASY
Marvel
(1962)

15 S.Ditko-a,S.Lee-w 67000.00 120000.00
1st App. Spider-Man

AMAZING SPIDER-MAN
Marvel
(1963-Present)

1 S.Ditko a starts 6500.00 16000.00
1st App. Chameleon FF App.
1 2nd print 70.00 80.00
Gold records reprint
2 1700.00 4800.00
1st App. Vulture and Terrible Tinkerer
3 970.00 1750.00
1st App. Doctor Octopus. Human Torch cameo. Dr. Doom, and Ant-man App
4 725.00 850.00
1st App. Sandman, Betty Brant, and Liz Allan
5 650.00 850.00
Dr. Doom App
6 650.00 700.00
1st App. Lizard
7 450.00 500.00
2nd App. Vulture
8 450.00 500.00
Fantastic Four App.
9 480.00 500.00
1st App. Electro
10 420.00 500.00
1st App. Big Man and The Enforcers
11 260.00 300.00
1st App. Bennett Brant. 2nd App. Doc Oc
12 260.00 300.00
13 330.00 350.00
1st App. Mysterio
14 850.00 900.00
1st App. Green Goblin
15 270.00 300.00
1st App. Kraven The Hunter
16 150.00 300.00
Daredevil App
17 360.00 450.00
2nd App. Green Goblin
18 180.00 200.00
1st App. Ned Leeds. Fantastic Four back-up story
19 180.00 200.00
20 210.00 250.00
1st App. Scorpion
21 150.00 200.00
1st App. The Beetle
22 140.00 200.00
1st App. Princess Python
23 230.00 275.00
Green Goblin
24 120.00 175.00
25 150.00 160.00
1st App. Mary Jane
26 180.00 225.00
27 180.00 225.00
Green Goblin App
28 190.00 300.00
1st App. Molten Man
29 120.00 150.00
30 90.00 150.00
1st App. Harry Osborn
32 90.00 150.00
33 80.00 [illegible]
34-35 90.00 100.00
36 90.00 100.00
1st App. The Looter
37 85.00 100.00
38 80.00 [illegible]
39 S.Ditko-a ends 125.00 140.00
Green Goblin App
40 J.Romita-a starts 140.00 150.00
Green Goblin App
41 60.00 75.00
1st App. Rhino
42 55.00 120.00
43-46 50.00 70.00
47 40.00 80.00
48 40.00 50.00
49 40.00 65.00
50 225.00 [illegible]
1st App. The Kingpin
51 75.00 90.00
52-58 30.00 37.00
57-60 28.00 35.00
61-62 25.00 38.00
63 25.00 32.00
64 25.00 32.00
65 25.00 45.00
66-77 20.00 32.00
78 25.00 40.00
79 87 J.Romita-a ends 20.00 30.00
88-89 20.00 30.00
90 G.Kane-a 35.00 40.00
Death of Captain Stacy
91-92 G.Kane-a 20.00 30.00
93 J.Romita-a 20.00 30.00
94 J.Romita-a 25.00 45.00
95 J.Romita-a 20.00 25.00
96-97 G.Kane-a 50.00 60.00
Green Goblin App
98 G.Kane-a 58.00 60.00
Green Goblin App
99 G.Kane-a 24.00 30.00
100 J.Romita-a 110.00 125.00
101 J.Romita-a 150.00 175.00
1st App. Morbius
101 2nd print 3.00 3.00
102 J.Romita-a 85.00 135.00
Morbius App
103 G.Kane-a 15.00 20.00
104 G.Kane-a 15.00 20.00
105 J.Romita-a 15.00 20.00
106,107 Romita-a 15.00 20.00
1st App. Sha-Shan
108,112 J.Romita-a 15.00 20.00
111 Romita-a 15.00 23.00
1st App. Hammerhead
114,116 J.Romita-a 15.00 22.00
119 Romita-a 24.00 28.00
120 Kane-a 24.00 28.00
Hulk App
121 Kane-a 75.00 100.00
Death of Green Stacy
122 Kane-a 85.00 150.00
Death of Green Goblin
123,125 Kane-a 16.00 18.00
124 Kane-a 16.00 22.00
1st App. Man-Wolf
126 16.00 20.00
128 Kane-a,J.Romita-a 18.00 20.00
129,131 Andru-a 175.00 250.00
Jackal and The Punisher
130 10.00 17.00
Kane-a 15.00 17.00
Romita-a 15.00 20.00
134 Romita-a 20.00 35.00
Punisher App
135 Romita-a 50.00 75.00
1st Punisher App
136 Romita-a 17.00 25.00
Real appearance of Green Goblin
137 Kane-a 20.00 24.00
138 10.00 13.00
139 10.00 13.00
1st App. Glory Grant
140 10.00 13.00
141 Cyclone 8.00 13.00
142 8.00 15.00
143 8.00 13.00
144 10.00 12.00
145 10.00 13.00
146 10.00 12.00
147 10.00 17.00
Jeweler App., Punisher and Wolverine Cameo
148 20.00 28.00
Punisher App
149 7.00 10.00
150 7.00 14.00
1st App. Will O' The Wisp
151 7.00 10.00
152 7.00 11.00
153 7.00 10.00
154 15.00 21.00
155 15.00 21.00
App
156 12.00 15.00
157 5.00 7.00
158 5.00 7.00
159 7.00 9.00
160 7.00 9.00
161 Romita-a 7.00 8.00
162 Romita-a 7.00 9.00
163 Romita-a 5.00 9.00
164 5.00 7.00
165 9.00 12.00
Black Cat
166 12.00 19.00
167 12.00 19.00
168 15.00 22.00
Punisher App
169 5.00 7.00
170 8.00 9.00
App. Calypso
171 5.00 7.00
App. Madame Web
172 5.00 7.00
173 5.00 7.00
App. Hydra Man
174 Romita-a,Romita Jr.-a 5.00 7.00
175 Romita Jr.-a 5.00 7.00
Green Goblin
176 5.00 7.00
177 Romita Jr.-a 45.00 60.00
App. Hobgoblin
178 30.00 33.00
179 5.00 7.00
180 5.00 7.00
181 5.00 6.00
182 5.00 8.00
Cameo
183 8.00 12.00
184 5.00 6.00
185 5.00 7.00
186 5.00 6.00
187 Romita Jr.-a ends 7.00 12.00
251 12.00 14.00
252 15.00 22.00
Spidey's new costume, later to be Venom
253 7.00 9.50
1st App. of The Rose
254 6.00 7.00
255 4.00 6.00
256 6.00 8.00
1st App. Puma
257 8.00 9.00
258 6.00 13.00
Hobgoblin APP
259 6.00 12.00
Spidey back to old costume
260,261 6.00 8.00
262 7.00 9.00
263,264 4.00 5.00
265 8.00 15.00
1st App. Silver Sable
266 2nd print 2.00 2.50
266-273 4.00 5.00
274 6.00 8.00
275 8.00 14.00
Origin of Spider-Man
276 5.00 8.00
277 4.00 5.00
278 4.00 5.00
279-280 3.00 4.00
281 6.00 9.00
3.00 5.00
284 3.00 4.00
Punisher App
285 8.00 12.00
Punisher App
286 5.00 10.00
287 5.00 9.00
288 4.00 9.00
289 15.00 25.00



Death of Hobgoblin, Jack O'Lantern becomes new Hobgoblin
290-291 3.00 4.00
292 4.00 5.00
293 6.00 10.00
294 5.00 10.00
295 4.00 6.00
296-297 5.00 6.00
298 1 McFarlane a starts 18.00 40.00
1st Venom without costume
299 20.00 45.00
1st App. Venom with costume
300 40.00 75.00
1st full App. Venom
301 12.00 20.00
302-303 10.00 18.00
304-305 8.00 16.00
306 8.00 18.00
307-308 7.50 18.00
309-311 7.00 18.00
312 12.00 20.00
Hobgoblin vs. Green Goblin
313 7.00 17.00
314 7.00 15.00
315-317 10.00 18.00
Venom App

318-319 6.00 [illegible]
320 6.00 10.00
321 6.00 8.00
322-323 5.50 8.00
324 E.Larsen-a 5.00 17.00
Sabretooth App
325 T.McFarlane-a ends 8.00 12.00
326 4.50 5.00
327 E.Larsen-a 4.00 5.00
328 T.McFarlane-a 6.00 10.00
Hulk App. last Hulk by McFarlane
329 E.Larsen-a starts 4.50 5.00
330-331 4.00 5.00
332 5.00 [illegible]
Venom App
333 2.50 12.00
Venom App.
334-335 2.50 5.00
336 2.50 4.00
337 4.00 5.00
338 3.00 5.00
339 3.00 4.00
340-343 3.00 3.50
344 7.00 15.00
1st Carlos Kasady later to be Carnage
345 M.Bagley-a 10.00 20.00
Cletus Kasady, Venom
346-347 5.00 8.00
Venom App.
348 2.50 4.00
349 2.00 2.50
350 E.Larsen-a ends 3.00 4.00
351-352 M.Bagley-a 2.50 3.00
353 3.00 4.00
354 2.00 3.00
355-357 2.50 4.00
358 M.Bagley-a 2.00 3.00
359 2.50 7.00
360 6.00 8.00
Carnage cameo
361 M.Bagley-a 8.00 15.00
1st Full App. Carnage
361 2nd print 2.00 7.50
362 5.00 12.00
Venom and Carnage
362 2nd print 1.50 6.00
363 3.00 10.00
Venom and Carnage
364 1.50 2.00
365 M.Bagley-a 4.00 10.00
Hologram cover
366-373 1.50 2.00
374 1.25 1.50
375 M.Bagley-a 3.00 7.00
Holo-grafx cover, Venom App
376 1.25 1.50
377-383 1.25 2.00
384-387 1.25 1.25
388 2.25 2.25
388 Foil cover ed. 2.95 2.95
389-398 1.50 1.50
399 Deluxe ed. 2.95 2.95
Annual 1 S.Ditko-a 250.00 400.00
1st App. Spyder Six
Annual 2 S.Ditko-a 100.00 150.00
Doctor Strange story
Special 3 40.00 50.00
Special 4 38.00 50.00
Special 5 48.00 48.00
1st App. Peter Parker's parents
Special 6-7 20.00 20.00
Special 8 16.00 16.00
King-Size 9 20.00 20.00
Annual 10-12 8.00 8.00
Annual 13-14 10.00 10.00
Annual 15 M.Miller-a 15.00 20.00
Punisher App
Annual 16-20 5.00 5.00
Annual 21 6.00 8.00
Wedding of Peter and Mary Jane
Annual 22 M.Bagley-a 6.00 9.00
Annual 23 M.Bagley-a 4.00 5.00
Annual 24 4.00 4.00
Annual 25 4.00 8.00
1st Solo Venom
Annual 26 4.00 4.00
Annual 27-28 2.95 2.95

Chaos in Calgary	1.50	1.50
Double Trouble	2.00	3.00
Double Trouble 2nd Print	1.50	2.00
Hit and Run	1.50	3.00
Hit and Run 2nd Print	1.50	2.00
Skating on Thin Ice	1.50	5.00
Skating on Thin Ice 2nd Print	1.50	2.00
Trial of Venom	15.00	25.00

AMERICOM, THE
Dark Horse
(1987-1989)

1	6.00	6.00
2	4.00	4.00
3-5	3.00	3.00
7-9	2.00	2.00
Special 1	2.25	2.50
TPB Collected	6.00	6.00

AMERICAN FREAK: A TALE OF THE UM-MEN
DC Comics
(1994-Present)

1-4	1.95	1.95

ANIMA
DC Comics
(1994-Present)

1-3	1.75	1.75

ANIMAL MAN
DC Comics
(1988-Present)

1 G Morrison-w Boland covers start	13.00	20.00
2	10.00	16.00
3-4	6.00	9.00
5	4.00	15.00
6-9	4.00	5.00
10	4.00	7.00
11-20	2.50	4.00
21-24		
25 Interior Five App	2.00	4.00
26 Grant Morrison App	2.00	4.00
27-49	2.00	4.00
50	2.00	4.00
51	2.00	3.00
52-55		
56	2.00	3.50
57-69	2.00	2.50
70-71	2.00	2.00
Annual 1	3.50	3.50

ANYTHING GOES
Fantagraphics
(1986-1987)

1	3.50	3.50
2 S Keith-a	2.00	2.00
3-4	2.00	2.00
5	4.00	4.00
6	2.00	2.00

ARIELLA
DC Comics
(1962-1978)

1 N Cardy-a 1st App. Gusp	285.00	350.00
2 N Cardy-a	120.00	150.00
3-5 N Cardy-a	85.00	100.00
6-10 N.Cardy-a	55.00	75.00
11 N.Cardy-a 1st App. Mera	38.00	38.00
12-17 N Cardy-a	38.00	38.00
18 Aquaman marries Mera	38.00	38.00
19-20 N.Cardy-a	38.00	38.00
21-28 N.Cardy-a	25.00	25.00
29 N.Cardy-a 1st App. Ocean Master	25.00	25.00
30-32 N.Cardy-a N.Cardy-a	25.00	25.00
33 N.Cardy-a 1st App. Aqua Girl	40.00	40.00
34 N.Cardy-a	25.00	25.00
35-40	25.00	25.00
41 J.Aparo-a	10.00	10.00
42-47 J.Aparo-a	10.00	10.00
48 J.Aparo-a	10.00	10.00
49 J.Aparo-a	10.00	10.00
50-52 J.Aparo-a Deadman by N.Adams	22.00	22.00
53-55 J.Aparo-a	6.50	6.50
56 J.Aparo-a 1st App. Crusader	6.50	6.50
57-63	4.00	4.00
Special 1	2.00	2.00

2nd series (1991-1992)

1	1.50	2.00
2-5	1.50	1.75
6-13	1.25	1.25

Limited Series (1986)

1 New costume	3.50	5.00
2-4	2.50	2.50

Limited Series, Aquaman: Time and Tide (1993-1994)

1 P.David-w	2.00	2.50
2	2.00	2.25
3	1.50	2.00
4	1.50	1.75

ARCANA
DC Comics
(1993)

Annual 1 Children's Crusade story line	3.95	3.95

ARCHER & ARMSTRONG
Valiant
(1992-Present)

0 B.W.Smith-a	6.00	14.00
0 Gold logo	25.00	40.00
1 B.W.Smith-a Starts	4.00	11.00
2 Turok App	6.50	12.00
3	3.00	5.00
4	3.75	7.00
5	3.00	5.00
6	3.00	5.00
7	3.00	4.00
8	4.75	10.00
9	2.50	3.50
10	2.50	3.00
11	2.00	3.00
12 B.W.Smith-a ends	2.50	3.00
13-20	2.50	3.00
21-24	2.50	2.50

ARMORINES
Valiant
(1994-Present)

1-2	2.25	2.25



ART OF HOMAGE STUDIOS
Image
(1993)

1	4.95	4.95

ASTONISHING TALES
Marvel
(1970-1976)

1	22.00	25.00
2-5	10.00	15.00
7-8	10.00	10.00
9	3.50	5.00
10	5.00	7.00
11	5.00	7.00
12 N.Adams-a Man-Thing	6.50	10.00
13-24	3.00	5.00
25 1st Deathlok App	60.00	95.00
26	15.00	65.00
27-30	15.00	25.00
31	10.00	22.00
32	10.00	20.00
33	10.00	22.00
34-36	10.00	20.00

ATLAS
Dark Horse
(1994-Present)

1-2	2.50	2.50

ATOM, THE
DC Comics
(1962-1969)

1 1st App. Plant-Master and Maya	540.00	700.00
2	175.00	185.00
3 1st App. Chronos	120.00	125.00
4-5	75.00	80.00
6	65.00	65.00
7 Hawkman App	150.00	150.00
8-10	65.00	65.00
11-15	44.00	44.00
16-20	30.00	30.00
21-28	21.00	21.00
29 1st solo G.A. Atom since the '40s	75.00	80.00
30	30.00	30.00
31-35	20.00	20.00
36 G.A. Atom	30.00	30.00
37-38	20.00	20.00
39-45 Becomes Atom And The Hawkman	10.00	15.00

AV 1-3-0
Aardvark-Vanaheim
(1984)

1 Flaming Carrot, Cerebus	4.00	6.00

AVENGERS
Marvel
(1963-Present)

1 J.Kirby-a starts Origin and 1st App. Ant Man, Hulk Iron Man, Thor, and Wasp start	1200.00	1500.00
2 Hulk leaves Avengers	350.00	500.00
3 Sub-Mariner	241.00	350.00
4 1st App. of Capt. America since the '50s	595.00	850.00
5	145.00	200.00
6 1st App. The Masters of Evil	120.00	150.00
7-8 1st App. Kang	100.00	150.00
9 1st App. of Wonder Man	126.00	175.00
10 Spider-Man App	105.00	150.00
11 Hercules App	121.00	200.00
12	35.00	85.00
13-15	76.00	95.00
16 Hawkeye, Quicksilver, and Scarlet Witch join	78.00	100.00
17	54.00	80.00
18	45.00	55.00
19 1st App. Swordsman	55.00	58.00
20	30.00	35.00
21	32.00	35.00
22	20.00	35.00
23	25.00	35.00
24-25 J.Kirby-a ends	24.00	35.00
26-27 D.Heck-a	24.00	35.00
28 J.Kirby-a Giant Man becomes Goliath	24.00	35.00
29	24.00	35.00
30 J.Kirby-a	24.00	35.00
31 D.Heck-a	19.00	20.00
32 D.Heck-a	16.00	35.00
33-40 D.Heck-a	19.00	18.00

Buscema-a 15.00

Red Guardia-a

Ms App

Iron Fist: Black Knight

Punisher joins, 1st App

Origin of Rage

239-343

344-346

347

351-358

359

361-362

Annual 6

Annual 7
Thanos App, Warlock dies

Annual 8

Annual 9

Annual 10
1st App. Rogue and Madevine Pryor

Annual 11-16

Annual 17
Evolutionary War

Annual 18 M.Bagley-a
Atlantis Attacks

Annual 19-20

Annual 21

Annual 22

Special 1

Special 2

Special 3 Kirby-w

Special 4 Kirby-w

Special 5
Spider-Man App

Avengers Log 1.95 1.95

Avengers Strike File 1.75 1.75

Avengers/X-Men Yearbook 19.95 25.00
Hologram cover, Prints of foiled Avengers covers
Prints of X-Men holograms from 1993

Cap Marvel (female) joins

Starlin-a/w

J.Buscema-a

1st App. of X-Factor

#99 J.Buscema-a

#101

#102

New Quasar App

#319

#324

Alpha Flight App

#25

1 App. Rage



AVENGERS: TERMINATRIX OBJECTIVE
Marvel
(1993-Present)

1	2.50	3.50
2-4	1.25	1.50

AVENGERS WEST COAST
Marvel
(1984-1994)
Formerly West Coast Avengers

1	2.00	3.25
2-10	2.00	2.50
11-20	1.00	2.00
21-41	1.00	1.50
42 J.Byrne-a/w	2.00	2.50
43 J.Byrne-a/w	1.00	2.00
44-57 J.Byrne-a/w	1.00	1.50
58-92	1.00	1.50
93-99	1.25	2.00
100	3.95	3.95
101	4.00	6.00
102	2.00	3.00
Annual 1	1.50	2.00
Annual 2	1.25	1.25
Annual 3	2.75	2.75
Annual 4-6	2.00	2.00
Annual 7	2.25	2.25
Annual 8	2.95	2.95

Limited Series (1984)

1	2.00	3.00
2-4	1.00	2.00

BARB WIRE
Dark Horse
(1994-Present)

1	2.00	2.00

BATMAN
Bongo Comcis
(1993-Present)

1	3.50	4.00
2	1.95	1.95

BATMAN
DC Comics
(1940-Present)

100	880.00	880.00
101-104	225.00	225.00
3rd App. Ball Hound		
105	300.00	300.00
1st Batwoman in Batman		
106-109	225.00	225.00
110 Joker App	230.00	230.00
111	170.00	170.00
112	170.00	170.00
1st App. Signalman		
113-120	170.00	170.00
121-122	100.00	100.00
123 Joker App	125.00	125.00
124-125	100.00	100.00
126 1st App. Rogue and Madeline Pryor	125.00	125.00
127 Joker App	125.00	125.00
128,130	100.00	100.00
129 Robin origin retold	150.00	150.00
131-135	70.00	70.00
136	121.00	121.00
137-144	70.00	70.00
145 Joker App	96.00	96.00
146-147	62.00	62.00
148 Joker App	96.00	96.00
149-150	62.00	62.00
151	45.00	45.00
152 Joker App	50.00	50.00
153 1st S.A. App. Penguin	44.00	44.00
154	44.00	44.00
155	44.00	240.00
156-158	44.00	44.00

159 55.00 55.00
160-162 44.00 44.00
163 55.00 55.00
164 44.00 44.00
New Batmobile
165-168 44.00 44.00
169 75.00 75.00
170 275.00 325.00
1st App. S.A. Riddler
172-175 27.00 27.00
176 40.00 40.00
Joker App., Penguin App
177-178 27.00 27.00
179 69.00 69.00
2nd App. S.A. Rider
180 27.00 27.00
181 27.00 27.00
1st App. Poison Ivy
182 33.00 33.00
183-184 27.00 27.00
185 29.00 29.00
Giant
186 [illegible]
187 30.00 30.00
188-189 15.00 15.00
1st S.A. App. Scarecrow
190 20.00 30.00
Robin App.
191 15.00 15.00
193 19.00 19.00
194-196 15.00 15.00
[illegible] new Batgirl App.
[illegible]
[illegible] Original Batman and Robin
[illegible]
[illegible] A Batman cover
[illegible] App. Original Batman and Robin
[illegible]
[illegible] App.
[illegible]
[illegible] Batman begins
[illegible]
198 16.00 16.00
New origin of Batman by Gil Kane
[illegible]
[illegible]
[illegible]
[illegible]
[illegible]
[illegible]
229 231 8.00 8.00
232 N.Adams-a 8.00 16.00
[illegible]
[illegible]
[illegible]
1st Contemporary Two-Face
[illegible]
[illegible] N.Adams-c
[illegible] App. The Riddler
[illegible] N.Adams-c
[illegible] N.Adams-a
[illegible] N.Adams-a
[illegible] N.Adams-a
[illegible]
[illegible] N.Adams-a
Joker App.
[illegible]
[illegible] N.Adams-a
Scarecrow App.
258 N.Adams-a 8.00 8.00
259 N.Adams-a 15.00 30.00
Penguin app.
[illegible]
Joker App.
261 9.00 9.00
Joker App.
262-290 5.00 5.00
291,294 8.00 8.00

292-293 5.00 5.00
295-299 5.00 5.00
300 Double size 8.00 8.00
301-309 5.00 5.00
310 5.00 5.00
1st App. The Gentleman Ghost
311-312 5.00 [illegible]
313-314 5.00 5.00
Two-Face App.
315 [illegible]
316 5.00 5.00
Robin returns
317-320 5.00 5.00
321 8.00 8.00
Joker App.
322-330 5.00 5.00
331 8.00 8.00
332 6.00 10.00
1st Solo Catwoman
[illegible]
1st App. new Dr. Death
353 8.00 8.00
354-356 5.00 5.00
357 7.50 8.00
1st App. of Jason Todd
358 5.00 7.00
1st App. Killer Croc
359 8.00 8.00
Joker App
360 5.00 5.00
361 5.00 5.00
1st App. Harvey Bullock
362-365 2.00 2.00
366 12.00 20.00
1st App. Jason Todd - costume
367 [illegible]
368 12.00 [illegible]
1st App. new Robin (Jason Todd)
369-370 4.00 4.00
371-373 3.00 3.00
374-381 2.00 2.00
382 1.00 1.00
383-386 [illegible]
387 2.00 3.00
1st App. Blank Mask
388 [illegible]
389-394 3.00 3.00
395-399 2.00 3.00
400 A Adams-c/a/story 3.00 [illegible]
Dark Knight special - various artists
[illegible] 2.00 [illegible]
[illegible] [illegible]
[illegible] [illegible]
[illegible]

4 2.50 5.00
5 3.00 6.00
Rai and Eternal Warrior App
6 4.00 8.00
1st App: Ninjak
7 2.50 5.00
8 2.25 3.00
9-11 2.25 2.50
12-18 2.25 2.25
Yearbook 1 3.95 3.95

REDNOSTRINE
Image
(1993-Present)

1 2.95 4.00
2-4 1.95 2.25
5-10 1.95 1.95

BLUE LILY
Dark Horse
(1993-Present)

1-2 3.95 4.50

BONE
Cartoon Books
(1991-Present)

1 J Smith-a/w 25.00 50.00
1 2nd print 3.00 6.00
2 15.00 30.00
3 4.00 8.00
4 8.00 16.00
5 6.00 10.00
6 3.50 10.00
7-8 4.00 8.00
9-11 3.00 3.50
12-13 2.95 2.95
TPB Complete Bone Adventures 12.95 12.95

BOOKS OF MAGIC
DC Comics
(1994-Present)

1 1.95 1.95
Limited Series, (1990-1991)
1 7.50 15.00
2 6.00 15.00
3 6.00 15.00
Sandman App
4 6.00 15.00
TPB 19.95 19.95

BOOK OF THE DEAD
Marvel
(1993-Present)

1-4 1.75 1.75

BRATS BIZARRE
Marvel
(1994-Present)

1-2 2.50 2.50

BRAVE AND THE BOLD
DC Comics
(1955-1983)

1 1100.00 1300.00
Viking Prince, Silent Knight, and Golden Gladiator begin
2 430.00 450.00
3 230.00 250.00
4 240.00 250.00
5 265.00 265.00
Robin Hood starts
6-10 180.00 180.00
11-22 140.00 140.00
23 185.00 185.00
24 140.00 140.00
25 200.00 200.00
1st App: Suicide Squad
26-27 125.00 150.00
28 1800.00 2000.00
1st App Justice League of America
29-30 960.00 960.00
JLA App
31 100.00 100.00
1st App: Cave Carson
32-33 90.00 90.00
34 750.00 750.00
1st App: S.A. Hawkman and Byth

35-36 220.00 220.00
Hawkman App
37 115.00 115.00
38-39 100.00 100.00
40 73.00 73.00
41 72.00 72.00
42 110.00 110.00
Hawkman App
43 130.00 130.00
44 110.00 110.00
44-46 27.00 27.00
47 28.00 28.00
48-49 27.00 27.00
50 75.00 75.00
Team-up issues begin: Green Arrow and Martian Manhunter
51 42.00 42.00
Aquaman and Hawkman App
52 32.00 32.00
53 24.00 24.00
Atom and the Flash
54 160.00 175.00
1st App: Teen Titans
55 15.00 15.00
Metal Men and Manhunter App
56 15.00 15.00
57 75.00 85.00
1st App: Metamorpho
58 36.00 40.00
Metamorpho App
59 57.00 64.00
Batman and Green Lantern
60 57.00 64.00



1st App: new Wonder Girl
61 30.00 30.00
62 30.00 30.00
1st App: S.A. Wildcat
63 11.00 11.00
64 42.00 45.00
Batman vs. Ecapso
65 8.50 8.50
66 9.00 9.00
67 23.00 23.00
Batman team-ups begin: Flash App
68 37.00 40.00
Joker, Riddler, and Penguin App
69-71 15.00 15.00
72-78 14.00 14.00
79 N.Adams-a 25.00 25.00
Deadman App
80-82 N.Adams-a 21.00 21.00
83 N.Adams-a 33.00 33.00
84 N.Adams-a 20.00 20.00
85 N.Adams-a 21.00 21.00
1st New Green Arrow costume
86 N.Adams-a 21.00 21.00
87-92 8.00 8.00
93 N.Adams-a 18.00 18.00
Batman in House of Mystery
94 8.00 8.00
95-99 7.00 8.00
100 N.Adams-a 15.00 18.00
52pgs. Deadman App
101 4.00 5.00
102 N.Adams-a 8.50 10.00
103-110 4.00 5.00

111 J.Aparo-a 8.00 10.00
Joker App
112-117 J.Aparo-a 4.00 7.00
118 J.Aparo-a 8.00 10.00
Joker App
119-128 J.Aparo-a 3.00 3.00
129-130 J.Aparo-a 6.00 12.00
Joker App
131-140 J.Aparo-a 3.00 3.00
141 J.Aparo-a 6.00 10.00
Joker App
142-190 1.50 4.00
191 4.00 7.50
192-199 4.00 4.00
200 5.00 9.00
1st App: Batman and the Outsiders
Earth 1 and 1: Batman App

BREAK-THRU
Malibu
(1993-Present)

1-2 Perez-a 3.00 4.00

BRETT
Malibu
(1994-Present)

1 J.Starlin-a/w 2.50 3.00
1 Holographic cover ed 12.00 12.00
2-4 2.50 2.50

BRIGADE
Image
(1993-Present)

0 1.00 1.95
1 R.Liefeld-w 3.00 7.00
1 Gold ed 20.00 75.00
2 3.50 5.00
3 1.95 3.50
4 2.50 3.50
5 2.00 2.50
6-9 1.95 1.95
Limited Series
1-4 3.00 5.00

BROTHER POWER THE GEEK
DC Comics
(1968)

1 24.50 35.00
2 15.00 22.00

BUNDLEGUM CRISIS: GRAND MAL
Dark Horse
(1994-Present)

1-2 2.50 2.50

BUNN
Calibur
(1994-Present)

1 2.95 2.95

CABLE
Marvel
(1993-Present)

1 D.Turner-a;F.Nocera-a 3.00 5.00
2-8 2.00 3.00
9-13 2.00 2.00
Limited Series, Blood and Metal (1992)
1 J.Romita Jr.-a;F.Nocera-a 3.50 5.00
2 2.00 3.00

CADILLACS AND DINOSAURS
Topps Comics
(1994-Present)

1 2.95 2.95
2-3 2.50 2.50
2-3 Collectors ed 2.50 2.50

CAPTAIN AMERICA
Marvel
(1968-Present)

100 J.Kirby-a 260.00 310.00
101 J.Kirby-a 50.00 70.00
102-108 J.Kirby-a 35.00 40.00
109 J.Kirby-a 45.00 50.00
110-111 Starlin/o-a 50.00 60.00
112 J.Kirby-a 15.00 25.00
113 J.Starlin/o-a 50.00 60.00
114 18.00 25.00
115 J.Buscema-a 10.00 18.00
116 G.Colan-a 10.00 18.00
117 G.Colan-a 15.00 20.00
1st App: Falcon
118-120 G.Colan-a 10.00 20.00
121-137 G.Colan-a 8.00 10.00
140 J.Romita-a 8.00 10.00
141-152 5.00 6.00
153 S.Buscema-a 5.00 8.00
154 S.Buscema-a 5.00 8.00
1st Full App: Jack Munroe

155 S.Buscema-a 5.00 8.00
157-171 5.00 5.00
172 8.00 10.00
Mark Jeweler App
174-179 5.00 7.00
180 S.Buscema-a 5.00 8.00
1st App: Nomad
181-190 2.00 5.00
191-192 2.00 4.00
193-200 J.Kirby-a 2.00 4.00
200 2.00 3.00
Silver Age App
201-205 2.00 3.00
206 J.Byrne-a 2.00 3.00
206 G.Colan-a 2.00 2.00
207 2.00 3.00
208-265 2.00 2.00
266-267 2.00 3.00
268-281 2.00 2.00
282 7.00 9.00
1st app: Nomad
283 4.00 4.00
284-285 3.00 3.00
286-287 3.00 5.00
Dr. Doom App
288 2.00 2.00
Dr. Doom App
289-322 2.00 2.00
323 2.00 2.00
1st App: new Super Patriot
324 2.00 2.00
332 7.00 11.00
333 5.00 10.00
334 1.50 5.00
335-340 1.50 4.00
341-349 2.00 2.00
350 3.00 5.00
351-354 2.00 2.00
355-382 1.00 2.00
383 Jim Lee cover 4.00 7.00
384-396 1.00 2.00
397-399 1.00 1.50
400 3.00 5.00
401-417 1.00 1.50
418-424 1.25 1.25
425 1.25 6.00
Part 1 of Fighting Chances story line
426-427 1.25 1.25
428-429 1.50 1.50
Annual 3-7 2.00 3.00
Annual 8 22.00 30.00

Wolverine App
Annual 9 M.Bagley-a 4.00 7.00
Nomad story
Annual 10 2.00 2.00
Annual 11 2.00 3.00
Annual 12-13 2.95 2.95
Special 1 10.00 20.00
Special 2 10.00 15.00
Movie Special 3.00 4.00
Captain America, The Medusa Effect
Captain America, Drug Wars 2.00 2.00
Limited Series, Adventures of Captain America
(1991-1992)
1 K.Maguire-a 5.00 6.00
2-4 4.00 5.00

CAPTAIN KLUTZY
Topps Comics
(1993)

1 J.Kirby cover 2.95 2.95
Bagged with card, created by J.Kirby

CAPTAIN MARVEL
Marvel
(1968-1979)

1 G.Colan-a 60.00 90.00
2 G.Colan-a 20.00 30.00
3 G.Colan-a 10.00 20.00
4 G.Colan-a 10.00 20.00
Namor App
5 D.Heck-a 10.00 20.00
6-10 10.00 10.00
11 B.W.Smith cover 10.00 10.00
Death of Una
12-13 8.00 10.00
14 8.00 15.00
Iron Man
15-16 8.00 10.00
17 G.Colan-a 8.00 20.00
New costume
18-20 G.Colan-a 8.00 15.00
21 G.Colan-a 8.00 15.00
Hulk App
22-24 G.Colan-a 5.00 8.00
25 J.Starlin-a/w starts 25.00 30.00
26 30.00 40.00
2nd App: Thanos
27 20.00 30.00
28 25.00 35.00
29-30 10.00 15.00
31-32 15.00 20.00

CHAMPIONS #1

H.I. PICK

Publisher: Marvel
Issue No.: #1
Writer: Tony Isabella
Artist: Don Heck
Inker: Mike Esposito
Cover Price: $0.25
Current Low Price: $18.00
Current High Price: $20.00

Overview: Pluto, Olympian God of the dead, wants revenge on Hercules. Everyone else gets pulled in through sheer proximity.

HERO RATING: ★



HERO FACT FILE

This horrible series has only three redeeming things about it: Two X-Men (ice Man and Angel) and one Ghost Rider. The other characters aren't bad either, but there's not much else to recommend.

DEALER PICK

"Sheesh, people resurrecting the dead? Leave it in the back bins. Hey got any other #1's you want to buy? Also a good sign that people are tired of flash and want stories again ... Some good characters but that was about it. Why is it this much?"

HERO CONTEST #217

If you *really* want a chance to win this one, tell us, in 100 words or less: which was the lamer team, the Champions or The Defenders?

HERO PRICE GUIDE

33 35.00† 50.00†
Origin of Thanos
34 J.Starlin-a/w ends 5.00 8.00
1st App: Nitro
35 1.00 3.00
36 A.Milgrom-a 4.00 8.00
37-56 A.Milgrom-a 1.00 3.00
57 P.Broderick-a 5.00 9.00
58-62 P.Broderick-a 1.00 3.00
Speaking Without Concern 1.75 1.75
Newer female Captain Marvel

CAPTAIN STERN: RUNNING OUT OF TIME
Kitchen Sink
(1993-Present)

1-3 4.95 5.50

CATALYST: AGENTS OF CHANGE
Dark Horse
(1994-Present)

1-2 2.00 2.00

CATWOMAN
DC Comics
(1993-Present)

1 4.00† 5.00†
2-3 2.50 4.00
4-7 1.75 3.75
8-10 1.50 1.50
Annual 1 2.95 2.95
Limited Series (1989)
1 7.00 14.00
2 4.00 12.00
3-4 5.00 10.00
TPB 9.95 9.95

CEREBUS THE AARDWARK
Aardvark-Vanaheim
(1977-Present)

0 2.25 2.25
1 Dave Sim-a/w 123.00 300.00
2000 printed
2 75.00 125.00
3 50.00 100.00
4 30.00 60.00
5-6 25.00 50.00
7-10 14.00 18.00
11-12 16.00 20.00
13-15 7.00 11.00
16-20 4.00 8.00
21 33.00 37.00
Scarce
22 10.00 14.00
23-30 3.00 7.00
31 5.00 9.00
32-40 2.00 6.00
41-50 2.00 5.00
51 10.00 14.00
Cutey Bunny App
52 2.00 5.00
53 3.00 7.00
Wolverooch cameo App
54 5.00 9.00
1st Full App: Wolveroach
55-56 3.00 7.00
57-60 2.00 5.00
61-62 2.00 6.00
Flaming Carrot App
63-69 2.00 5.00
69-75 1.50 4.50
76-79 1.70 4.70
80-103 2.00 4.25
104 2.00 4.25
Flaming Carrot App
105-167 2.00 4.25
168-173 2.25 3.00
174-182 2.25 2.25
Cerebus Companion 3.95 3.95
Cerebus Jam 2.00 5.00
TPB (Reprints 1-25) 25.00 25.00
TPB Church and State 30.00 30.00
State Vol 1 (Reprints 51-111)
TPB Church and State Vol 2 30.00 30.00
TPB Fight (Reprints 151-162) 17.00 17.00
TPB Jaka's Story 25.00 25.00

(Reprints 114-136)
TPB Mermaith 17.00 17.00
(Reprints 139-150)

CHAIN GANG WAR
DC Comics
(1993-Present)

1 J.Augenstein 1.75 2.50
2-4 1.75 2.00
5 1.75 2.50
6-12 1.75 1.75

CHAINSAW VIGILANTE
New England Comics
(1994-Present)

1-3 2.75 2.75

CHALLENGERS OF THE UNKNOWN
DC Comics
(1958-1978)

1 J.Kirby-Stein-a 800.00 1000.00
2 462.00 475.00
3 368.00 372.00
4-8 J.Kirby-W.Wood-a 319.00 327.00
9-10 158.00 162.00
11-13 98.00 102.00
14 98.00 102.00
Origin Multi-Man
15 98.00 102.00
15-22 78.00 82.00
1st App. Cosmo
23-30 36.00 42.00
31 33.00 37.00
32-40 18.00 22.00
41-47 9.00 13.00
48 9.00 13.00
Doom Patrol App.
49 9.00 13.00
1st App. Celsenger Corps.
50 9.00 13.00
51 9.00 13.00
Sea Devils App.
52-60 8.00 13.00
61-73 7.00 6.00
74 9.00 13.00
75-77 2.00 5.00
78-87 1.00 5.00
Limited Series (1991)
1 1.75 4.50
2-3 1.75 3.75
4-5 1.75 4.75
6-8 1.75 3.75

CHAMPIONS, THE
Marvel
(1975-1978)

1 1.00 1.50
1st App. Champions. The Angel. Black Widow. Ghost Rider. Hercules and Iron Man
2-10 6.00 11.00
11-15 J.Byrne-a 10.00 12.00
16 9.00 10.00
17 10.00 12.00

CHARLEMAGNE
Defiant
(1994-Present)

1 3.25 3.25

CHARLES BARKLEY AND THE REFEREE MURDERS
Gladstone/Hamilton
(1993)

1 9.95 18.00

CHILDREN'S CRUSADE
DC Comics
(1993-1994)

1 C.Bachalo-a N.Gaiman-w 4.50 5.00
2 N.Gaiman-w 3.95 5.00

CHROMIUM MAN
Triumphant
(1993-Present)

1-2 A.Potina-a J.Riley-w 2.50 4.00
3-8 2.50 2.50
3 Limited autographed 15.00 15.00

Limited Series, Chromium Man Violent Past (1994)
1-2 2.50 2.50

CLASSIC STAR WARS
Dark Horse
(1992-Present)

1 4.00 7.00
2-13 2.50 4.00
8-With card 4.00 10.00
14-17 2.50 3.00
18-19 2.50 2.50

CLIVE BARKER'S HELLRAISER
Marvel
(1989-1993)

1 5.00 12.00
2-4 3.00 7.00
5-9 4.00 8.00
10 5.50 5.50
11 5.50 5.50
12 4.00 8.00
13 4.00 6.00
14-20 5.00 5.00

CODENAME STRIKEFORCE
Image
(1994-Present)

1-2 B.Peterson-a,M.Silvestri-w 1.95 1.95

COMICS GREATEST WORLD
Dark Horse
(1993)
ARCADIA

Week 1 X 1.50 3.00
Week 2 Pitt Bulls 1.50 1.75
Week 3 Ghost A.Hughes-a 1.75 2.50
Week 4 Monster 1.50 2.00
Week 1-4 Collected Silver Foil 20.00 40.00
GOLDEN CITY
Week 1 Rebel 1.00 2.00
Week 2 Mecha 1.00 2.00
Week 3 Titan 1.00 2.00
Week 4 Catalyst 1.00 2.00
Week 1-4 Collected Gold Foil 10.00 20.00
STEEL HARBOR
Week 1 Barb Wire 1.00 1.50
Week 2 The Machine 1.00 1.50
Week 3 Wolf Gang 1.00 1.50
Week 4 Moorthead 1.00 1.50
VORTEX
Week 1 Division 13 1.00 1.50
Week 2 Hero Zero E.Shanower-a 1.00 1.50
Week 3 King Tiger 1.00 1.50
Week 4 Vortex 1.00 1.50



CONAN THE ADVENTURER
Marvel
(1994-Present)

1 2.50 2.50

CONAN THE BARBARIAN
Marvel
(1970-1993)

1 B.W.Smith-a starts Kull App 160.00 185.00
2 58.00 80.00
3 110.00 125.00
Scarce
4-5 50.00 50.00
6-7 33.00 35.00
8-9 32.00 35.00
10 Giant size 40.00 45.00
11 Giant 30.00 45.00
12-13 24.00 30.00
14-15 Enc.App 36.00 40.00
16 20.00 30.00
17-18 G.Colan-a 9.00 18.00
19-20 18.00 20.00
21-22 17.00 18.00
23 18.00 25.00
1st App. Red Sonja
24 B.W.Smith-a ends 10.00 24.00
25-J.&S.Buscema-a 10.00 12.00
26-30 J.Buscema-a starts 5.00 8.00
31-36 5.00 6.00
37 N.Adams-a 7.00 12.00
38-40 3.00 5.00
41-57 2.00 3.00
58 3.50 4.00
59 2.00 4.00
60 2.00 2.00
61-78 J.Buscema-a ends 1.00 2.00
79-99 2.00 2.00
100 3.00 3.00
Giant Death of Belit
101-249 1.00 2.00
250 1.50 2.00
251-252 1.00 1.00
253-275 1.25 2.00
Annual 2 2.25 4.00
Annual 3 2.00 2.00
Annual 4-6 1.50 1.50
Annual 7-12 1.25 1.25
King Size 1 8.00 9.00
Movie Special 1 4.00 4.00

CONCRETE
Dark Horse
(1987-1988)

1 7.50 10.00
2 3.75 7.00
3 3.00 5.00
4-10 2.50 3.00
New Life 2.00 4.00
Land & Sea 3.00 4.00
Color Special 3.75 4.00
Odd Jobs 3.00 4.00
Earth Day 3.50 4.00
Limited Series, Fragile Creature (1991) 3.50 4.00
1-4 2.50 4.00

COSMIC POWERS
Marvel
(1994-Present)

1-4 2.50 2.50

COUTOO
Dark Horse
(1994-Present)

1 3.50 3.50

CREEPY
Warren
(1964-1985)

1 F.Frazetta-a 30.00 50.00
2 15.00 15.00
3-13 9.00 9.00
14-N.Adams-a 11.00 11.00
15-25 7.50 7.50
26-31 6.00 6.00
32-R.Ellson-w 10.00 10.00
33-47 6.00 7.50
48 7.50 7.50
49-54 5.00 5.00
55 7.50 7.50
56-64 5.00 5.00
65 7.50 7.50
66-100 4.50 4.50
101-140 4.00 4.00
141-145 4.00 6.00
146 6.50 6.50
Annual1 7.50 7.50

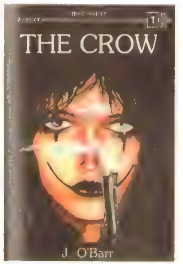
CRISIS ON INFINITE EARTHS
DC Comics
(1985-1986)

1 G.Perez-a,M.Wolfman w in a,d 1st DC App. Blue Beetle 3.00 5.00
2-8 3.00 6.00
6 J.Oidway G.Perez-a 1st DC App. Capt. Atom, Judomaster, Nighshade, Peacemaker, Question and Thunderbolt 3.50 6.00
7 5.00 12.00

Death of Supergirl
8 5.00 12.00
Death of Flash
9 3.00 8.00
10 DC App. Ghost
11 3.00 5.00
App. Batman (in Spect
Iron Man & Hawkeye
4.00
4.00
Wally West (costumed hero)
Jh on of Dove, Kole, Lori Lemaris,
Robin, Huntress, and Sunburst

CROW, THE
Caliber
(1989)

1 30.00 50.00?



2 12.00 35.00?
3 Print 15.00 30.00?
Print 2.00 20.00
2.00 5.00

CRY FOR DAWN
Cry for Dawn Pub
(1989-Present)

CURSE OF THE WEIRD
Marvel
(1993-Present)

CYBERFORCE
Image
(1992-1993)

Series (1993-Present)
1.00

CYBERRAD
Continuity
(1991-1992)

1.00 2.50

DAMAGE
DC Comics
(1994-Present)

DANGER UNLIMITED
Dark Horse
(1994-Present)

1-2 J.Byrne-a/w 2.00 2.00

DAREDEVIL
Marvel
(1964-Present)

1 1050.00 1300.00
1st App. Daredevil
2nd App. Electro, FF cameo 325.00 400.00
3 225.00 250.00
1st App. The Owl
4 135.00 200.00
5 W.Wood-a 140.00 200.00
6 W.Wood-a 90.00 200.00
7 W.Wood-a 115.00 250.00
New costume
8 W.Wood-a 70.00 90.00
1st App. Stilt-man
9 W.Wood-a 45.00 90.00
10 W.Wood-a 70.00 90.00
11 W.Wood-a 45.00 70.00
12 Romita-a 40.00 70.00
13-15 50.00 70.00
16-17 45.00 60.00
18 Romita-a 45.00 65.00
1st App. Gladiator
19 Romita-a 15.00 35.00
20 G.Colan-a 20.00 35.00
21 Colan-a 15.00 25.00
22 G.Colan-a 16.00 25.00
1st App. Mr. Hyde
23 G.Colan-a 16.00 20.00
1st App. Leader
24 G.Colan-a 16.00 30.00
Stephen Ambrose App.
25 G.Colan-a 16.00 16.00
26 B.W.Smith-a 5.00 20.00
27 G.Colan-a 20.00 20.00
28 G.Colan-a 8.00 13.00
Spider-Man cameo
29 G.Colan-a 8.00 10.00
30 G.Colan-a 8.00 10.00
1st App. Dennis Hamill-not Princess Anne
31-50 G.Colan-a 8.00 10.00
51-60 G.Colan-a 8.00 9.00
61-72 G.Colan-a 8.00 9.00
1st App. Nighthawk
73-75 8.00 9.00
76 8.00 8.00
77 8.00 12.00
78-80 8.00 8.00
81 8.00 12.00
82-83 8.00 8.00
84 15.00 30.00
85-99 6.00 7.00
100 7.00 10.00
101 6.00 7.00
102 6.00 7.00
103-105 6.00 6.00
Origin of Mord Nagorski's death
106 6.00 7.00
107 J.Starlin-cover 6.00 7.50
108-113 6.00 7.00
114 6.00 10.00
1st App. Kingpin
115 6.00 7.00
116 J.Romita-a/c 6.00 7.00
117 6.00 6.00
118 6.00 6.00
Typhoid Mary App.
119 6.00 6.00
120 6.00 6.00
121 6.00 6.00
122 G.Colan-a 4.00 6.00
123 15.00 22.00
1st App. Bullseye
124 4.00 5.00
Bullseye App.
125 4.00 4.00
126 Byrne-a 8.00 10.00
Ghost Rider App.
127-140 4.00 4.00
141 Bullseye App. 4.00 8.00
142-146 4.00 4.00
147-149 4.00 4.00
150 4.00 4.00
1st App. Purple Man
151-157 3.00 4.00
158 F.Miller-a 35.00 40.00
159 15.00 17.50
160-165 7.50 15.00
166 S.Oeming-a 3.00 4.00
167-180 5.00 10.00
181-182 5.00 10.00
183 25.00 35.00

1st App. Elektra
169 7.00 8.00
Elektra App.
170-175 5.00 8.00
176-180 3.00 6.00
181 6.00 10.00
Death of Elektra
182-184 8.00 10.00
Punisher App.
185-191 2.50 5.00
192-195 2.00 2.00
196 6.00 6.00
Wolverine App.
197-210 2.00 2.00
211-218 1.00 1.00
219 1.00 5.00
220-225 1.00 1.00
226 F.Miller-plots 2.00 2.00
227 5.00 8.00
228-233 2.00 5.00
234-237 1.00 1.00
238 5.00 6.00
Tabloid/cloth App.
239-249 1.00 1.00
251 S.McFarlane-a 1.00 1.00
252 1.00 1.00
253-254 1.00 1.00
255 7.00 14.00
1st App. Typhoid Mary
256-265 6.50 6.50
Typhoid Mary App.
266 5.00 5.00
267-270 1.00 5.00
Punisher App.
271 1.00 5.00
1st App. The Bengal
272-273 5.00 5.00
Ghost Rider App.
274 1.00 1.00
275 2.00 2.00
276-279 1.00 1.00
280 3.00 5.00
281-291 1.00 1.00
292 1.00 1.00
1st App. Shotgun
293-294 1.00 3.00
295 2.00 2.00
296 1.00 1.00
297 1.00 1.00
298 1.00 1.00
299 1.00 1.00
300 3.50 4.50
301-318 1.25 2.00
319 S.McDaniel-a,D.Chichester-w 15.00 25.00
320 2nd print 1.25 1.25
320 1.00 20.00
321 3.00 6.00
322 4.00 9.00
323 3.00 4.00
324 2.00 3.00
325 2.50 2.50
326 327 1.25 1.25
328 329 1.50 1.50
Annual 4 2.50 2.50
M.Bagley,Jim Lee,J.Romita Jr.-a
Annual 5 5.00 5.00
Annual 6-7 2.00 2.00
Annual 8 2.25 2.25
Annual 9-10 2.95 2.95
Special 1 10.00 27.50
Special 2-3 9.00 9.00
TPB 5.00 5.00
2nd, 3rd print 5.00 5.00
Limited Series, Daredevil: Man Without Fear (1993)
1 J.Romita Jr.-a F.Miller-w 5.00 7.00
2-3 4.00 5.00
4 3.00 5.00
5 2.95 3.50

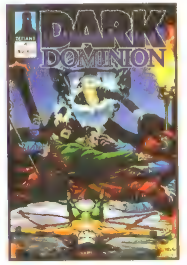
DARK, THE
Continum Comics
(1992-Present)

1 M.Bright-a 2.00 4.00
2 L.Sroman-a 2.50 2.50

3 M Bright-a	2.25	4.50
4 M Bright-a,G Perez cover	2.25	4.50
2nd Series		
1-4	3.50	7.00

DARK DOMINION
Defiant
(1993-Present)

1-2	2.50	5.00
3	2.50	2.50



DARK HORSE COMICS
Dark Horse
(1992-Present)

1-5	3.00	6.00
7	3.00	6.00
1st Tales of the Jedi		
8	4.00	10.00
1st App X		
9	2.50	5.00
10	2.50	5.00
11	2.50	5.00
12-19	2.50	2.50

DARK HORSE DOWNUNDER
Dark Horse
(1994-Present)

1	2.50	2.50

DARK HORSE PRESENTS
Dark Horse
(1986-Present)

1	10.00	12.00
1st App Concrete		
1 2nd Print	3.50	3.50
1 3rd Print	2.50	2.50
2	7.00	7.00
3	6.00	6.00
4-5	4.50	4.50
6-10	3.00	3.00
11-19	2.50	2.50
20	3.00	3.00
21-23	2.50	2.50
24	25.00	32.00
Origin of Aliens		
25-31	3.00	3.00
32	4.00	4.00
33	3.00	3.00
34	6.00	9.00
35	9.00	13.00
36	5.00	14.00
1st Aliens vs. Predator		
36	5.00	12.00
Line drawn cover version		
37-39	2.00	3.00
40	3.00	4.00
41	2.00	3.00
42-43	5.00	7.50
44-45	2.00	3.00
46	4.50	6.50
47	2.00	3.00
48-50	2.50	3.50
51-53	3.00	4.00
Sin City by Frank Miller		
54 J.Byrne-a/w	8.00	12.00
1st App. Next Men		
55 J.Byrne-a/w	4.00	6.00
56 J.Byrne-a/w	5.00	7.50
Aliens Genocide begins		
57 J.Byrne-a/w	3.50	5.00
58-66	2.50	3.50
67	4.50	6.50
68	2.25	2.25
69	2.25	3.00
70-83	2.25	2.25
Special 1	5.00	6.00
Dark Horse Presents: Aliens	5.00	10.00
Platinum ed	15.00	20.00

DARTH IMAG
Image
(1993-Present)

1 R.Liefeld, Jim Lee & S.Keith-a	1.50	3.00
1	20.00	40.00
Silver foil logo, B&W cover and inside		
1 Gold ed	22.50	45.00

DARKHAWK
Marvel
(1991-Present)

1 M.Manley-a starts	8.00	12.00
1st App Darkhawk. Hobgoblin cameo		
2-3	5.00	7.50
Spider-Man and Hobgoblin App		
4	5.00	7.50
5	5.00	7.50
6	5.00	7.50
7-8	3.00	4.50
9	3.00	4.50
Punisher App		
10-12	2.00	3.00
13-14	3.00	4.50
Venom App		
15-19	1.50	2.25
20-23	1.00	2.00
24	1.25	2.00
25 M.Manley-a ends	1.50	2.25
26	1.25	2.00
27-40	1.25	2.00
41	1.50	2.25
Annual 1-3	3.00	4.50

DARKNOID
Marvel
(1992-Present)

1	2.50	5.00
2-9	1.50	2.00
10-15	1.75	2.50

DARKSTARS, THE
DC Comics
(1992-Present)

1	2.00	4.00
2-18	1.75	2.50
19-21	1.75	2.50

DC 100 PAGE SUPER SPECTACULAR
DC Comics
(1971-1973)

4-5	3.50	7.00
6	4.00	8.00
7-13	5.00	10.00
14	7.00	14.00
15-22	3.00	6.00

DC COMICS PRESENTS
DC Comics
(1978-1986)

1-12	1.00	1.50
13	2.50	3.50
Legion of Super-Heroes App		
14-18	1.00	1.50
19	1.00	1.50
Batgirl App		
20-25	1.00	1.50
26	1.00	1.50
1st App. New Teen Titans		
27	1.00	1.50
28-40	1.00	1.50
41	3.00	3.00
Joker App		
42-71	1.00	1.50
72	3.00	3.00
Joker and Phantom Stranger App		
73-76	1.00	1.00
77-78	4.50	4.50
Animal Man App		
79-84	1.00	1.00
85 A.Moore-w	3.00	3.00
Swamp Thing App		
86-87	1.00	1.00
Annual 1-4	1.00	1.00

DC SPECIAL
DC Comics
(1968-1971)

1	9.00	9.00
2-7	5.00	5.00
8	5.00	15.00
1st F.Miller Batman		
9-15	5.00	5.00
16	5.00	5.00
Super Gorillas		
17	5.00	5.00
18-29	4.00	4.00

DC SPECIAL SERIES
DC Comics
(1977-1981)

1	4.00	6.00
Aquaman, Atom, Batman, Flash, Green Lantern, Kobra App		
2-20	3.00	4.00
21 F.Miller-a	10.00	14.00
1st Batman by Miller		
22-24	3.00	3.00
25-26	4.00	7.00
27	5.50	9.00
Batman vs. Incredible Hulk		

DC SUPER-STARS
DC Comics
(1976-1978)

1	4.00	6.00
Teen Titans App		
2-7	1.00	4.00
8	4.00	6.00
9	1.00	4.00
10	4.00	6.00
Batman-Joker App		
11-12	1.00	4.00
13	1.00	4.00
Sergio Aragones special		
14	1.00	4.00
15 M. Rogers-a	3.00	6.00
16	1.00	4.00
17	2.00	6.00

DEAD CLOWN
Malibu
(1993-Present)

1-3	2.50	3.00

DEADLY FOES OF SPIDER-MAN
Marvel
(1991)

1	2.25	4.00
Kingpin and Punisher App		
2-4	1.50	2.00

DEADMAN
DC Comics
(1986)

1-4 J.Lopez-a	1.00	1.00
Limited Series, Deadman: Love After Death (1992)		
1-2 K.Jones-a	3.50	5.00

DEADPOOL
Marvel
(1993)

1 J.Madureira-a F.Nocera-w	2.50	5.00
2-3	3.00	5.00
4	2.25	5.00

DEATH GALLERY
DC Comics
(1993)

1 Various-a	2.95	3.50

DEATH: THE HIGH COST OF LIVING
DC Comics
(1993)

1 C.Bachalo-a,N.Gaiman-w	4.00	7.50
1 Platinum	50.00	125.00
2	3.00	7.00
3	3.00	5.00
Mistake by DC two pages switched		
3 Corrected version	5.00	5.00
Giveaway by DC to make up for the mistake version the same cover but no price		
HC	19.95	19.95
Introduction by Tori Amos	12.95	12.95

DEATH'S HEAD
Marvel
(1988-1989)

1	5.00	17.00
1 Fr. App	4.00	8.00
2-4	3.00	5.50
5-8	4.00	5.50
9-10	2.25	3.50
2nd Series (1992-Present)		
1	1.50	1.75
2	1.05	1.75
3	1.35	1.65
4	1.25	1.80
5-8	1.50	2.00
9-13	1.95	1.95
14	2.95	2.95
15-16	1.95	1.95
Death's Head Gold	3.95	3.95
Limited Series		
1	7.00	10.00
2	5.75	8.00
3	3.00	4.00
4	3.00	5.00
Capt. America, Daredevil, Dr. Strange, Punisher, She-Hulk, Spider-Man and Wolverine in year 2020 App		

DEATHBLOW
Image
(1993-Present)

1 Jim Lee-a/w	1.25	2.50
2	1.25	2.00

DEATHLOK
Marvel
(1991-Present)

1 D.Cowan-a	2.25	4.00
2	2.00	3.00
Foil App		
3-4	2.00	3.00
5	2.00	3.00
X-Men and FF crossover		
6-7	1.25	2.50
8	1.25	2.00
9-10	1.00	2.00
11-24	1.25	2.00
25	1.75	4.00
26-34	1.75	1.75
Annual 1	3.00	3.00
Annual 2	1.00	2.95
Limited Series		
1-2	5.00	9.00
3-4	4.00	8.00

DEATHMATE
Image/Valiant
(1993-Present)

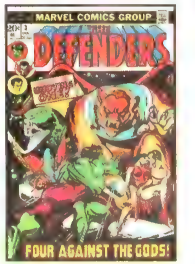
Prelude	3.00	3.50
Prelude Gold Ed.	25.00	40.00
Black Jim Lee-a	4.00	5.50
1st App. Gen X, Burn-Out, Fairchild, Freefall and Youngblood		
Black Gold Ed	10.00	25.00
Blue	5.00	5.50
Blue Gold Ed.	25.00	40.00
Epilogue	2.95	3.50
Red	5.00	7.00
Red Book	10.00	17.00
Yellow B.Chang-a	5.00	5.50
Yellow Gold Ed	25.00	40.00

DEATHSTROKE: THE TERMINATOR
DC Comics
(1991-Present)

1	5.00	8.00
1 2nd Print	2.00	5.00
2	3.00	5.00
3	2.00	2.95
4-5	1.50	3.50
6	1.75	2.50
7	1.50	2.00
8	1.25	2.00
9	1.25	2.00
1st App. new Vigilante		
10-21	1.25	2.00
22	1.75	2.00
23-36	1.75	1.75
Annual 1	3.00	3.75
Annual 2	3.50	3.50
48	12.95	12.95

DEFENDERS, THE
Marvel
(1972-1986)

5 Buscema-a starts	30.00	60.00
Hulk, Dr. Strange and Namor start		
2	20.00	30.00
3	12.00	20.00
4	12.00	20.00
Valkyrie joins		
5	12.00	20.00
6	10.00	15.00
7	12.00	15.00



8-9	10.00	15.00
10	16.00	25.00
Hulk vs. Thor Avengers App		
11-14	8.50	9.00
15-18	8.00	13.00
Magneto and Brotherhood of Evil Mutants App		
17-20	6.50	7.00
21-24	5.25	6.00
25	5.25	6.00
Son of Satan App		
26-29	8.00	10.00
Guardians of the Galaxy App		
30-37 S.Buscema-a ends	4.25	5.00
38-52	4.25	5.00
53	4.25	5.00
1st App. Lunatik		
54-60	3.00	4.25
61-75	2.50	3.75
76-93	2.00	2.50
94	2.00	2.50
1st App. Gargoyle		
95	2.00	2.50
96	3.50	5.00
Ghost Rider App		
97-103	2.00	2.25
104	2.00	2.25
Beast joins		
105	2.00	2.25
Son of Satan joins		
106	2.00	2.25
Death of Nighthawk		
107-149	2.00	2.25
150	2.50	4.00
151	2.00	2.25
152	2.75	3.50
Annual 1	4.00	5.00

DEMON, THE
DC Comics
(1972-1974)

1 Kirby-a/w	4.95	17.50
2-6	2.25	9.00
7-12	6.00	12.00
13-16	2.00	6.00
2nd Series (1990-Present)		
1	2.00	4.00
2-18	0.75	1.50
19	2.50	3.00
20-26	0.75	1.50
27-34	1.75	2.00
35-47	1.75	1.75
48	1.95	1.95
Annual 1	2.00	3.50
Annual 2	3.50	3.50
Limited Series (1987)		
1-4 Wagner-a/w	2.00	4.00

DESTROYER DUCK
Eclipse
(1982-1984)

1 J.Kirby-a	3.50	12.50
1st App. Groo		
2-7	1.00	1.50

DETECTIVE COMICS
DC Comics
(1955-Present)

225	2400.00	2500.00
1st App. Martian Manhunter		
226	500.00	550.00
227-229	250.00	300.00
230	300.00	350.00
1st App. Mad Hatter		
231-232	130.00	190.00
233	700.00	750.00
1st App. Batwoman		
234	130.00	190.00
235	290.00	340.00
Origin of Batman and his costume		
236	180.00	215.00
237-240	130.00	190.00
241-260	115.00	145.00
261	100.00	116.00
262-264	100.00	116.00
265	145.00	180.00
Origin retold		
266	100.00	116.00
267	100.00	120.00
1st App. Batmite		
268-270	100.00	116.00
271	100.00	116.00
Origin of Martian Manhunter		
272	65.00	83.00
273	73.00	90.00
274-280	69.00	77.00
281	58.00	63.50
282-297	59.00	63.50
298	86.00	92.75
1st App. Modern Clayface (Matt Hagen)		
299-300	35.00	37.25
301	36.75	41.00
Manhunter returns to Mars		
302-326	30.00	32.00
327	30.00	32.00
1st New Batman look		
328	52.50	58.00
Death of Alfred		
329-330	30.00	32.00
331	21.50	23.50
332	25.00	27.40
Joker App.		
333	21.50	23.50
334	21.50	23.50
1st App. The Outsider		
335-340	21.50	23.50
341	25.00	27.40
Joker App		
342-344	21.50	23.50
345	21.50	23.50
1st App. Block Buster		
346-358	21.50	23.50
359	25.30	28.00
1st App. new Batgirl		
360-364	21.50	23.60
365	25.00	27.40
Joker App.		
366-368	21.50	23.60
369 N.Adams-a	30.00	33.20
370-79 Adams cover	21.50	23.60
371	15.20	18.60
1st New Batmobile from TV		
372-386	11.00	13.40
387	29.00	30.00
Reprints Detective 27		
388	15.20	18.50
389-390	11.00	13.40
391 N.Adams-a	8.00	9.50
392-394	8.00	9.50
395 N.Adams-a	14.50	16.00
396	8.00	9.50
397 N.Adams-a	14.50	16.00
398-399	8.00	9.50
400 N.Adams-a	22.00	29.00
1st App. Man-Bat		

401 8.75 10.00
402-404 N.Adams-a 14.30 16.50
403-405-406 8.75 10.00
[illegible] N.Adams-a 14.30 16.50
[illegible] 8.75 10.00
410 N.Adams-a 15.20 16.50
411-420 9.00 10.00
421-436 7.90 8.95
437 11.50 12.95
New Manhunter by W.S.monson
438-445 9.70 10.75
446-460 6.80 7.50
461-463 5.00 5.50
464 5.00 5.50
1st App. Black Spider
465 5.00 5.50
466 11.00 12.50
1st App. Signalman
467-468 11.00 12.50
469 5.00 5.50
1st App. Dr. Phosphorous
470 5.00 5.50
471 11.00 12.50
1st App. modern Hugo Strange
472-473 11.00 12.50
474 11.00 12.50
1st App. new Deadshot
475-476 20.00 22.00
477 15.00 16.00
Adams, Marshal Rogers art
478 10.00 12.00
1st App. Clayface (Preston Payne)
479 10.00 12.00
480 8.00 9.00
481 Rogers art 9.00 10.00
482 6.50 8.00
J.Starlin, P.C.Russell, and M.Goden-a
483 6.50 8.00
40th Anniversary, origin
484 4.00 4.50
485 4.00 4.50
Death of Batwoman
486-499 4.00 4.50
500 6.00 8.00
New Hawkman story by Kubert
Batman and Deadman team up
501-503 3.50 4.00
504-506 5.00 [illegible]
507-523 4.00 [illegible]
524 5.00 [illegible]
2nd App. Jason Todd
525 3.50 [illegible]
526 10.00 12.00
500th App. Batman
[illegible] 2.50 [illegible]
[illegible] 5.00 6.00
[illegible] 2.50 3.00
[illegible] 5.00 6.00
[illegible] 3.00 3.50
[illegible] 2.40 3.00
[illegible] 5.00 6.00
[illegible] 2.40 3.00
[illegible] 2.40 3.00
574 5.00 5.25
Origin of Batman and Jason Todd
575 A.Davis-a 10.00 11.00
Year 2 begins
576-578 T.McFarlane-a 10.00 12.00
Year 2
579-597 1.50 2.00
598 D.Cowan-a 4.50 6.75
599 D.Cowan-a 4.00 4.25
600 D.Cowan-a 5.00 5.00
601-605 N.Breyfogle a 1.50 1.75
606-610 N.Breyfogle a 1.50 1.75
611-621 N.Breyfogle-a 1.25 1.50
622-626 J.Aparo-a 1.25 1.50
627 J.Aparo-a 2.00 2.75
900th Detective with Batman
628-651 1.50 2.00
652-653 2.00 2.75
654-655 1.25 1.50
656 6.00 8.00
Bane App.
657 4.00 10.00
658 3.00 10.00
659 4.00 10.00
660 5.00 10.00
661 4.00 7.50
662 3.00 5.00
663-664 3.00 5.00
665-666 2.00 3.00
667-669 1.25 2.00
670-674 1.50 1.95
Annual 1 4.00 5.00
Annual 2 1.25 6.00
Annual 3-4 1.25 2.00
Annual 5-6 4.00 5.00
Annual 7 2.95 4.00

DOCTOR SOLAR, MAN OF THE ATOM
Gold Key
(1962-1969)

1 140.00 275.00
1st App. Doctor Solar
2 65.00 [illegible]
3-5 22.00 65.00
6-10 27.00 13.00
11-14 27.00 30.00
15 28.00 36.00
16-20 27.00 10.00
21-27 15.00 20.00
28-31 5.50 7.00

DOCTOR STRANGE
Marvel
(1968-1969)

169 78.00 80.00
170-176 31.00 32.00
177 27.00 28.00
New costume
178-183 27.00 28.00
2nd Series (1974-1987)
1 25.00 28.00
2 15.00 20.00
3-5 7.00 8.00
6-10 4.50 5.00
11-20 4.00 4.50
21-26 3.00 3.50
27-77 1.00 1.50
78 2.00 2.50
New costume
79-80 1.00 1.50
81 1.00 2.00
Annual 1 3.50 4.00
3rd Series (1988-Present)
1 4.50 5.00
2-10 1.50 1.50
11 4.50 5.00
12-14 1.50 1.50
15 J.Guice-a 2.00 2.50
Unauthorized Amy Grant photo cover
16-27 1.50 1.50
28 1.75 2.00
29-30 1.50 1.50
31-35 2.50 2.50
36-49 1.75 1.75
50 2.50 3.00
Hulk, Ghost Rider and Silver Surfer App.
51-59 1.75 1.75
60 4.00 5.00
New costume
61-62 2.00 2.50
63-64 1.75 2.00
65 1.95 1.95
Annual 2 2.00 2.50
Annual 3-4 3.00 3.50
Giant 1 2.00 3.00
Doctor Strange/Ghost Rider 3.00 3.50
Doctor Strange vs. Dracula 1.75 2.00

DOGS OF WAR
Defiant
(1994-Present)

1 2.50 2.50

DOOM 2099
Marvel
(1993-Present)

1 P.Brodenck-a 3.00 3.50
2-3 1.25 1.50
4-7 1.25 1.50
8-17 1.25 1.50
18 1.50 1.75

DOOM PATROL
DC Comics
(1964-1973)

86 64.00 70.00
87-90
91 40.00 70.00
1st App. Mento
92-98 40.00 40.00
99 40.00 50.00
1st App. Beast Boy later to become Changeling of the Titans
100 50.00 60.00
101-110 22.50 24.00
111-120 21.00 22.00
121 60.00 62.00
Death of Doom Patrol - last issue
122-124 2.50 5.00
Reprints
2nd Series (1987-Present)
1 S.Lightle-a,P.Kupperberg-w 2.00 2.00
2 S.Lightle-a,P.Kupperberg-w 1.00 1.00
3 S.Lightle-a,P.Kupperberg-w 1.00 1.00
1st App. Loadstone (Pete Wisdom)
4 S.Lightle-a,P.Kupperberg-w 1.00 1.00
1st App. Karma
5 S.Lightle-a,P.Kupperberg-w 1.00 1.00
6-18 E.Lanier-a,P.Kupperberg-a 1.00 1.00
19 G.Morrison-a 1.00 1.00
Totally new direction for the Doom Patrol
20-21 [illegible] 4.50
22-24 [illegible] 5.00
25-30 [illegible] 3.50



DOOMSDAY
Malibu
(1994-Present)

1 E.Colon-a,P.David-w 2.50 2.50

E-MAD
Alpha
(1993-Present)

1 2.75 2.75
1 Deluxe ed. 3.25 3.25

ECLIPSO
DC Comics
(1992-Present)

1-5 B.Sears-a 1.00 1.50
6-14 1.00 1.25
15 1.50 2.00
16-18 1.50 1.50
Annual 1 2.50 3.00
Limited Series (1992) The Darkness Within
1-2 B.Sears-a 1.50 2.50
1 With Gem 3.95 4.25

ECTOKID
Marvel
(1993-1994)

1 2.50 2.50
2-5 1.75 1.75

EIGHTBALL
Fantagraphics
(1989-Present)

1 3.00 10.00
2-10 3.00 4.00
11-12 2.75 3.00

ELECTRIC ENERGY
Marvel
(1986-1987)
1 Frank Miller-w,Bill Sienkiewicz-a,Miller-w in all 4.50 6.00
2 3.00 4.50
3 2.50 4.00
4 5.00 6.50
[illegible] 16.00 16.00

ELEMENTAL
Comico
(1984-1988)

1 4.00 7.00
2 2.50 3.50
3-7 1.50 2.50
8-29 0.50 1.50
2nd Series (1989-Present)
1-28 1.50 2.50
Special 1 1.25 1.75
Special 2 1.00 2.00

ELFQUEST
Warp
(1978-1985)

1 10.00 32.00
1 2nd Print 9.00 10.00
1 3rd Print 4.00 5.00
1 4th Print 0.50 1.50
2 10.00 20.00
2 3rd Print 2.00 3.00
3-5 4.00 19.00
3 3rd Print 2.00 3.00
4 3rd Print 2.00 3.00
4-5 2nd Print 4.00 5.00
4-5 4th Print 2.00 3.00
6 4.00 8.00
6 3rd Print 3.00 4.00
6 1st Print 1.00 2.00
7 5.00 6.00
7 2nd Print 0.50 1.50
Limited Series, Kings Of The Broken Wheel (1990-1992)
1-6 3.00 4.00

Limited Series, Siege at Blue Mountain (1987-1988)
1 6.50 7.00
1 2nd Print 2.25 3.00
2 4.00 4.25
2 2nd Print 2.25 3.00
3 3.00 4.00
3 3.25 4.00
3-6 3.00 3.50

ELFQUEST: BLOOD OF TEN CHIEFS
Warp
(1993-Present)

1 2.50 4.00
2-5 2.00 2.50

Limited Series, Dragon Lines: Way of The Warrior (1991-Present)
1 R.Lim-a 2.25 2.25

DREADSTAR
Malibu
(1994-Present)

1 E.Colon-a,P.David-w 2.50 2.50

E-MAD
Alpha
(1993-Present)

1 2.75 2.75
1 Deluxe ed. 3.25 3.25

ECLIPSO
DC Comics
(1992-Present)

1-5 B.Sears-a 1.00 1.50?
6-14 1.00 1.25
15 1.50 2.00
16-18 1.50 1.50
Annual 1 2.50 3.00
Limited Series (1992) The Darkness Within
1-2 B.Sears-a 1.50 2.50
1 With Gem 3.95 4.25

ECTOKID
Marvel
(1993-1994)

1 2.50 2.50
2-5 1.75 1.75

EIGHTBALL
Fantagraphics
(1989-Present)

1 3.00 10.00
2-10 3.00 4.00
11-12 2.75 3.00

ELECTRIC ENERGY
Marvel
(1986-1987)
1 Frank Miller-w,Bill Sienkiewicz-a,Miller-w in all 4.50 6.00
2 3.00 4.50
3 2.50 4.00
4 5.00 6.50
[illegible] 16.00 16.00

ELEMENTAL
Comico
(1984-1988)

1 4.00 7.00
2 2.50 3.50
3-7 1.50 2.50
8-29 0.50 1.50
2nd Series (1989-Present)
1-28 1.50 2.50
Special 1 1.25 1.75
Special 2 1.00 2.00

ELFQUEST
Warp
(1978-1985)

1 10.00 32.00
1 2nd Print 9.00 10.00
1 3rd Print 4.00 5.00
1 4th Print 0.50 1.50
2 10.00 20.00
2 3rd Print 2.00 3.00
3-5 4.00 19.00
3 3rd Print 2.00 3.00
4 3rd Print 2.00 3.00
4-5 2nd Print 4.00 5.00
4-5 4th Print 2.00 3.00
6 4.00 8.00
6 3rd Print 3.00 4.00
6 1st Print 1.00 2.00
7 5.00 6.00
7 2nd Print 0.50 1.50
8-14 2nd Print 0.50 1.50
15 3.00 4.00
Limited Series, Kings Of The Broken Wheel (1990-1992)
1-6 3.00 4.00

Limited Series, Siege at Blue Mountain (1987-1988)
1 6.50 7.00
1 2nd Print 2.25 3.00
2 4.00 4.25
2 2nd Print 2.25 3.00
3 3.00 4.00
3 3.25 4.00
3-6 3.00 3.50

ELFQUEST: BLOOD OF TEN CHIEFS
Warp
(1993-Present)

1 2.50 4.00
2-5 2.00 2.50

ELFQUEST: THE HIDDEN YEARS
Warp
(1992-Present)

1-5 2.50 4.00
6-10 2.00 2.50
11 2.50 3.00
12 2.25 2.25
HB 19.95 19.95

ELFQUEST: NEW BLOOD
Warp
(1992-Present)

1 2.50 4.00
2-6 2.50 3.00
7-14 2.00 2.00
15 2.25 2.25
HB 19.95 19.95

ELFQUEST: WORLDWALKERS
Warp
(1994-Present)

1-2 2.95 2.95
3 2.25 2.25

ETERNAL WARRIOR
Valiant
(1992-Present)

1 7.00 15.00
1 Gold foil logo 25.00 70.00
1 Gold logo 25.00 50.00
2 5.00 10.00
3 3.50 8.00
Archer & Armstrong App.
4 8.00 15.00
Bi-endshist cameo
5 7.00 17.00
1st App. Rising Sun 2nd App. Bloodshot
6 3.50 7.00
7 4.00 6.00
8 5.00 8.00
Archer & Armstrong App.
9 2.50 4.00
10-11 2.00 3.00
12-14 2.25 3.00
15-24 2.25 2.25
Yearbook 1 3.95 3.95

ETERNALS
Marvel
(1976-1978)

1 J.Kirby-a 2.50 4.00
2-5 2.75 3.00
6 2.25 2.50
7-11 1.50 2.00
12-14 1.50 2.25
15-19 1.50 2.75

EUTHANASIA
Dark Horse
(1993-Present)

1-3 Nelson-a 3.00 5.00

EXCALIBUR
Marvel
(1987-Present)

1 A.Davis-a C.Claremont-w 9.00 11.00
Captain Britain Meggan Nightcrawler, Phoenix and Shadowcat start
2 A.Davis-a 4.00 5.25
3 A.Davis-a 3.75 4.00
4 A.Davis-a 2.50 3.25
5-10 3.25 4.00
11-17 2.25 4.00
18-19 1.50 2.00
20-22 2.00 4.00
23 A.Davis-a 2.00 4.00
24-26 2.00 4.00
27 41 2.00 2.50
42 A.Davis-a/w starts 2.00 2.50
43-56 2.00 2.50
57 2.00 2.50
Cyclops and Wolverine App.
58 2.00 2.50
X-Men App.
59-68 2.00 2.50
69-70 1.75 1.75
71 4.50 6.00
72-74 1.75 1.75
75 2.25 2.25
75 Hologram ed 3.50 3.50
76 1.75 1.75
77-78 1.95 1.95
Annual 1 2.95 2.95
Special Edition 6.00 15.00
1st App. Excalibur
2nd Print 4.75 5.00
3rd Print 3.50 3.75
4th Print 5.00 5.50
Special- The Possession 3.00 3.00
Special-XX Crossing 2.50 2.50

EXILES
Malibu
(1993)

1 2.50 3.00
1 Hologram cover ed 4.25 4.25
2-4 2.50 3.00

EXTREME TOUR BOOK
Image
(1992)

Tour Ed. 1.75 5.00
Coupon expired
Gold ed. 15.00 40.00
Gold/Signed ed. 25.00 60.00
Sendaway 15.00 20.00
San Diego Special 20.00 20.00

EXTREMIST
DC Comics
(1993-Present)

1-4 1.95 2.50
1 Platinum 10.00 25.00

FANTASTIC FABLES
Dark Horse
(1993)

1-2 2.50 2.50

FANTASTIC FOUR
Marvel
(1961-Present)

1 J.Kirby-a,S.Lee-w starts 7100.00 8000.00
1st App. and origin, 1st App. Mole Man
2nd Print 100.00 125.00
2 1550.00 3500.00
3 700.00 1200.00
4 1300.00 1500.00
1st App. S.A. Sub-Mariner
5 1200.00 1300.00
1st App. Dr. Doom
6 650.00 690.00
7 450.00 500.00
2st App. Kurrgo and S.A. Sub-Mariner
8 450.00 500.00



1st App. Puppet Master and Alicia Masters
9 450.00 500.00
Sub-Mariner App
10 450.00 500.00
11 340.00 350.00
1st App. The Impossible Man
12 425.00 550.00

FF vs. the Hulk
13 265.00 300.00
1st App: the Watcher. 1st App: The Red Ghost
14 180.00 200.00
15 180.00 200.00
1st App: The Mad Thinker
16-17 180.00 185.00
18 180.00 185.00
1st App: Super Skrull
19 180.00 185.00
20 210.00 225.00
1st App: Molecule Man
21 115.00 125.00
Sgt. Fury App
22-24 80.00 90.00
25-26 245.00 255.00
Hulk vs. Thing, Avengers app.
27 95.00 100.00
Dr. Strange App
28 115.00 120.00
X-Men app
29 65.00 70.00
30 65.00 70.00
1st App: Diablo
31 55.00 65.00
Avengers App
32 55.00 65.00
33 55.00 110.00
1st App: Attuma
34 55.00 65.00
35 55.00 120.00
1st App: Dragon-Man
36 55.00 120.00
1st App: Madam Medusa and the Fright Force
37-40 55.00 80.00
41-42 37.00 40.00
43 37.00 50.00
44 37.00 40.00
1st App: Gorgan
45 37.00 40.00
Cameo App: Black Bolt
46 37.00 60.00
1st Full App: Black Bolt
47 37.00 40.00
48 490.00 550.00
1st App: Silver Surfer and Galactus
49 100.00 110.00
2nd App: Silver Surfer and Galactus
50 120.00 130.00
Silver Surfer and Galactus App
51 30.00 40.00
52 60.00 75.00
1st App: Black Panther
53 40.00 50.00
54 35.00 40.00
55 45.00 55.00
Thing vs. Silver Surfer
56-60 50.00 58.00
61-65 30.00 35.00
66 75.00 125.00
Origin of Him
67 80.00 150.00
1st App: Warlock, then known as Him
68-70 30.00 35.00
71-73 20.00 25.00
74-80 25.00 30.00
81-88 15.00 25.00
89-98 14.00 16.00
100 45.00 55.00
101-102 J.Kirby-a ends 15.00 20.00
103 12.00 15.00
104-111 12.00 15.00
112 30.00 35.00
Hulk vs. Thing
113-125 10.00 15.00
126-127 10.00 10.00
128-157 10.00 12.00
158-160 8.00 10.00
161-180 5.00 6.00
181-199 4.00 6.00
200 6.00 10.00
201-208 2.00 3.00
209 J.Byrne-a/w 2.00 3.00
210 2.00 3.00
211 2.00 3.00
1st App: Terrax
212-221 J.Byrne-a/w ends 2.00 3.00
231 2.00 3.00
232-235 3.00 5.00
236-260 4.00 5.00
261-285 2.50 4.00
286 4.00 5.00
X-Factor App.
287-295 1.00 2.00
296 2.00 3.00
Thing rejoins
297-318 1.00 2.00
319 2.00 3.00
320-346 1.00 2.00
347 A.Adams-a,W.Simonson-w 2.00 6.00
New FF, Ghost Rider, Hulk, Spider-Man, and Wolverine App.
347 2nd print 2.00 3.00
348-350 4.00 6.00
351-357 1.00 2.00
358 2.25 3.00
359-360 1.00 2.00
361-368 1.00 2.25
369 2.00 3.00
371 2.00 3.50
372-374 1.50 2.00
375 1.95 3.50
376-380 1.25 2.00
381 1.25 4.00
382 2.00 3.00
383-387 1.25 1.75
387 Special ed. 2.95 2.95
Annual 1 345.00 350.00
Annual 2 195.00 200.00
Origin of Doctor Doom
Annual 3 85.00 90.00
Marriage of Sue and Reed
Annual 11-14 5.00 5.00
Annual 15-20 3.00 4.00
Annual 21 4.00 5.00
Annual 22-24 2.00 2.50
Annual 25 3.00 3.00
Annual 26-27 3.00 3.00
Special 4 43.00 45.00
Special 5 55.00 100.00
Special 6 30.00 35.00
Special 7 18.00 21.00
Special 8-10 10.00 10.00
Reprints
Special Ed. 1 2.00 2.50
Limited Series, Fantastic Four vs. X-Men (1987)
1 J.Bogdanove,T.Austin-a 4.00 5.00
2-4 3.00 4.50

FANTASTIC FOUR UNLIMITED
Marvel
(1993-Present)
1-5 3.95 3.95

FANTASY QUARTERLY
Independent Publishers
(1978)
1 45.00 75.00
1st App: Elfquest

FEAR
Marvel
(1970-1975)
1 6.00 8.00
2-6 4.00 4.00
7-9 2.00 3.00
10 7.00 9.00
Man-Thing App.
11,12 2.00 4.00
13-14 1.00 2.00
15 2.00 4.00
16-18 1.00 2.00
19 13.00 15.00
1st app. of Howard the Duck
20 17.00 20.00
Movie app
21-25 1.00
26-31 5.00 12.00

FEMMY
Raven Publications
(1994)
1 N.Massenglia-a,S.Nardone-w 6.95 6.95
Painted art

FIGHTING AMERICAN
DC Comics
(1993-Present)
1-5 1.50 1.50

FIREARM
Malibu
(1993-Present)
1 3.00 5.00
2 2.50 3.00
3-6 1.95 1.95

FIRESTAR
Marvel
(1988)
1 2.50 4.00

FLAMING CARROT
Dark Horse
(1984–Present)
1 B.Burden-a/w 30.00 40.00
2 22.00 28.00
3 13.00 26.00
4-6 11.00 13.00
7-9 8.00 9.00
10-12 3.00 4.00
13-14 2.50 3.50
15 9.00 10.00
16-20 2.00 3.00
21-24 1.00 2.00
25 1.00 2.00
TMNT App.
26 1.00 2.00
27-29 2.00 2.75

FLAMING CARROT COMICS
Killian Barracks
(1991)
1 B.Burden-a/w 50.00 75.00

FLASH, THE
DC Comics
(1959-1985)
105 1930.00 1950.00
C.Infantino-a 105-178
106 620.00 640.00
107 108 C.Infantino-a 300.00 320.00
109 270.00 285.00
110 530.00 600.00
1st App: Weather Wizard and Kid Flash
111 180.00 200.00
112 170.00 190.00
1st App: Elongated Man
113 170.00 190.00
1st App: Trickster
114 135.00 175.00
115 116 103.00 125.00
117 120 135.00 145.00
1st App: Captain Boomerang
118 120 103.00 105.00
121 65.00 75.00
122 65.00 75.00
1st App. the Topp
123 550.00 560.00
Golden Age Flash App
124 65.00 75.00
125 128 55.00 65.00
129 55.00 200.00
130 135 59.00 85.00
55.00 65.00
App: Dexter Miles
A App 250.00 265.00
70.00 80.00
App: Professor Zoom
30.00 40.00
App: Heat Wave
30.00 40.00
A Flash 45.00 55.00
20.00 30.00
30.00 40.00
ize 15.00 25.00
30.00 40.00
18.00 20.00
65.00 75.00
ash/Superman race
18.00 20.00
Infantino-a 23.00 28.00
Giant size
16.00 20.00
8.00 10.00
187 C.Infantino-a 15.00 18.00
188 195 8.00 10.00
196 17.00 19.00
Giant size
197 200 8.00 10.00
201 204 4.00 6.00
205 8.00 10.00
206 213 4.00 6.00
214 C.Infantino-a 6.00 9.00
215 N.Adams cover 11.00 13.00
216 N.Adams-a 4.00 6.00
217 219 N.Adams-a 8.00 11.00
4.00 6.00
221 225 8.00 16.00
226 N.Adams-a 8.00 8.00
227 235 14.00 16.00
5.00 8.00
14.00 16.00
233 233 5.00 7.00
2.50 3.50
2.50 3.50

HERO FACT FILE

DAREDEVIL #319

Publisher: Marvel
Issue No.: #319
Writer: D.G. Chichester
Artist: Scott McDaniel
Inker: Bill Oakley
Cover Price: $1.25
Current Low Price: $15.00
Current High Price: $25.00

Overview: The prequel to "Fall From Grace." Daredevil gets a new costume, Matt Murdock dies(?), and Elektra returns(??).

HERO RATING: ★★★

H.I. PICK

Really popular for a while but now slowing down. A new story line and the art makes this book worthwhile until a TPB makes it easier and cheaper to get. This book won't change prices anytime soon.

DEALER PICK

"B.B. King said it best. "The thrill is gone." Those who want it have it and those that missed it can watch for the trade paperback ... Another supposedly dead character in the Marvel universe. How different ... A good story and some great art, if a bit hard to get use to with Daredevil."

HERO CONTEST

HERO CONTEST #219

Everybody loves the Daredevil. If you do too, tell us the colors of DD's original costume and you could win issues #319-322.

X-Men App
2 4.00 6.00
3-4 2.50 4.00



Death of The Top
244-249
250 2.50 3.50
1st App. Golden Glider
251-269 2.50 3.50
270 2.50 3.50
1st App. The Clown
271-274 2.50 3.50
275 3.00 4.00
3rd Weat Allen dies
277-284 3.00 4.00
285 2.50 4.00
286 2.50 3.50
1st App. Rainbow Raider
287-288 2.50 3.50
289 3.00 6.00
1st Perez DC art
290 G.Perez-a 2.50 3.50
291 G.Perez-a 1.75 2.50
1st App. Colonel Computron
292-294 G.Perez-a 1.75 2.50
295-297 1.75 2.50
298 1.75 2.50
1st App. New Shade
299 1.75 2.50
300 3.00 5.00
301-306 C.Infantino-a 2.50 4.00
307-313 C.Infantino-a 2.00 3.00
314-323 C.Infantino-a 1.75 2.50
324 C.Infantino-a 1.75 2.50
Death of Reverse Flash (Prof. Zoom)
325-349 C.Infantino-a 1.75 2.50
350 C.Infantino-a 3.00 5.00
Annual 1 235.00 245.00
2nd Series (1987-Present)
1 J.Guice-a,M.Baron-w 3.75 7.00
Wally West as the Flash, New Teen Titans App.
2 J.Guice-a,M.Baron-w 3.00 4.00
3 J.Guice-a,M.Baron-w 3.00 4.00
1st App: Kilgore
4 J.Guice-a,M.Baron-w 2.75 3.50
1st App: Speed McGee
5-6 J.Guice-a,M.Baron-w 2.75 3.50
7 J.Guice-a,M.Baron-w 1.75 2.50
1st App. Blue Trinity
8 J.Guice-a,M.Baron-w 1.75 2.50
9 J.Guice-a,M.Baron-w 1.75 2.50
1st App. Crunk
10–20 1.75 2.50
21-30 1.00 1.50
31-49 0.75 1.50
50 2.00 5.00
51-72 1.00 1.75
73 2.00 3.00
74-75 2.00 2.50
76-80 1.25 1.25
80 Direct ed 2.50 2.50
81-85 1.25 2.00
86-91 1.50 1.50
Annual 1 J.Guice-a 1.25 2.00
Annual 2 1.50 1.75
Annual 3 1.75 1.75
Annual 4 2.00 2.00
Annual 5-6 2.50 2.50
Special 1 3.00 3.00

FLOATERS
Dark Horse
(1993-Present)
1-4 2.50 3.00

FOREIGN PEOPLE
DC Comics
(1971-1972)
1 27.00 34.00
1st Full App. Darkseid, Superman App
2-3 14.00 17.00
4-5 14.00 16.00
6-9 8.00 14.00
10-11 8.00 10.00
Limited Series (1988)
1-6 1.25 1.25

FREAK FORCE
Image
(1993-Present)
1 1.95 2.50
2-4 1.95 1.95

FREEX
Malibu
(1993-Present)
1 2.50 4.50
2-5 1.95 2.50
6-8 1.95 1.95

FURY
Marvel
(1994-Present)
1 2.95 2.95

GAMBIT
Marvel
(1993-Present)
1 4.00
1 Gold ed. 30.00 30.00
2 3.00
3-4 2.50 1.00

GEN 13
Image
(1994-Present)
1-2 3.50 5.00
3 1.95 1.95

GENESIS
Malibu
(1994)
0 3.50 3.50

GHOST RIDER
Marvel
(1967)
1 19.00 35.00
2-7 12.00 20.00
Western Series
2nd Series (1973-1983)
1 G.Kane-a 75.00 90.00
Jonny Blaze Ghost Rider, Hellstorm cameo
2 G.Kane-a 24.00 35.00
1st Full App. Hellstorm
3 G.Kane-a 20.00 30.00
4 G.Kane-a 24.00 32.00
5 G.Kane-a 24.00 28.00
6 15.00 17.00
7 14.00 17.00
8-10 14.00 20.00
11-19 13.00 15.00
20 16.00 20.00
21-30 8.00 9.00
31-49 5.00 6.00
50 4.00 7.00
51-76 3.00 5.00
77 5.00 7.00
78-80 3.00 4.50
81 8.00 11.00
3rd Series (1990-Present)
1 Mi Texiera-a starts, inks 17.00 26.00
2 12.00 20.00
3 8.00 14.00
4 15.00 25.00
5 11.00 20.00

5 2nd print, gold background 10.00 16.00
6 7.00 9.00
7-9 5.00 7.00
10 6.00 8.00
Johnny Blaze App
11-14 4.00 6.00
15 6.75 9.00
15 2nd print, gold background 2.95 3.00
16-17 3.50 5.00
18-19 3.00 4.00
20-24 M.Texiera-a ends 1.95 3.00
25 2.00 4.50
26-27 2.50 5.00
28 4.00 7.00
X-Man App
29 1.75 2.00
Johnny Blaze App.
30 1.75 2.00
31 2.50 3.50
32-39 1.75 2.00
40-46 1.75 1.75
49 1.95 1.95
Annual 1 2.95 2.95
Ghost Rider, Punisher, Wolverine Hearts of Darkness 5.00 7.00
Ghost Rider and Cable 3.75 6.00

GHOST RIDER 2099
Marvel
(1994-Present)

1-2 C.Bachalo-a 1.50 1.50
1 Special cover ed 2.25 4.00

GHOST RIDER/BLAZE SPIRITS OF VENGEANCE
Marvel
(1992-Present)

1 2.50 5.00
2-4 2.00 2.00
5-6 2.00 3.50
7-11 1.75 1.75
12 2.95 2.95
13 2.25 2.25
14-21 1.75 1.75
22 1.95 1.95

G.I. JOE, A REAL AMERICAN HERO
Marvel
(1982-Present)

1 6.50 10.00
1 2nd Print 3.50 4.00
2 6.50 7.00
2 2nd Print 2.50 2.75
3-10 3.75 4.00
3 2nd Print 2.00 2.50
4 2nd Print 1.00 1.50
11-20 1.50 2.00
21-22 2.50 3.00
23-24 1.00 1.50
25 2.50 3.00
26-27 2.50 3.00
Origin of Snake-Eyes
28-30 1.50 2.00
31-139 1.00 1.50
140-149 1.25 1.75

GIANT SIZE...
Marvel
(1974-1975)

Avengers 1 6.00 10.00
1st Modern App. The Whizzer
Avengers 2 4.00 7.00
Avengers 4 3.00 7.00
Vision marries Scarlet Witch
Avengers 5 3.00 7.00
Capt. America 1 7.50 9.00
Capt. Marvel 1 6.75 7.00
Chillers 1 2.50 15.00
Curse of Dracula 1st App. Lilith
Chillers 2 1.75 2.00
Chillers 3 2.50 3.00
Chillers 1 3.00 7.00
Conan 1 6.00 12.00
1st App. Belit
Conan 2 5.00 7.00
Conan 3-5 3.00 5.00
Creatures 1 2.00 7.00

1st App. Tigra
Daredevil 1 6.00 7.00
Defenders 1 9.00 12.00
Defenders 2 6.00 10.00
Defenders 4 5 4.00 10.00
Doc Savage 1 3.00 7.00
Dr. Strange 1 5.00 7.00
Dracula 2 4.00 16.00
Dracula 3 4.00 10.00
Dracula 4 2.00 10.00
Dracula 5 J.Byrne-a 5.00 16.00
Fantastic 4 2-4 7.75 8.00
Hulk 1 8.00 10.00
Invaders 1 5.00 8.00
Iron Man 1 7.00 8.00
Man-Thing 1 5.00 10.00
Man-Thing 2-3 2.95 3.00
Man-Thing 4-5 4.95 5.00



Triple Action 1-2 1.50 2.00
Master of Kung Fu 1 5.50 6.00
Master of Kung Fu 2 3.00 3.50
Master of Kung Fu 3-4 2.50 3.00
Power Man 1 4.95 5.00
Spider-Man 1 19.50 20.00
Spider-Man 2-3 7.75 8.00
Spider-Man 4 35.00 65.00
Punisher App
Spider-Man 5 6.50 7.00
Spider-Man 6 5.50 7.00
Super Heroes 1 40.00 45.00
Spidey vs. Morbius and Man-Wolf
Super-Stars 1 10.00 12.00
FF vs. the Hulk App
Super-Villain Team-Up 1 5.50 6.00
SVTU 2 3.50 4.00
Thor 1 4.95 5.00
Werewolf 2 3 2.50 3.00
Werewolf 4 2.50 3.00
Morbius App
Werewolf 5 2.50 3.00
X-Men 1 160.00 200.00
1st App. new X-Men, Banshee, Colossus, Cyclops Nightcrawler, Storm, Sunfire, Thunderbird and Wolverine. 2nd Full App: Wolverine
X-Men 2 20.00 24.00

GIVE ME LIBERTY
Dark Horse
(1990-1991)

1 D.Gibbons-a,F.Miller-w 5.00 7.50
2 5.00 6.00
3-4 5.00 5.25

GODZILLA
Dark Horse
(1988)

1 5.00 7.50
2-6 3.00 7.50
Special 1 3.00 7.50
Godzilla vs. Charles Barkley 2.95 2.95

GODZILLA
Marvel
(1977-1979)

1 8.00 12.00
2-10 4.00 8.00
11-24 2.50 3.00

GOLDEN AGE, THE
DC Comics
(1993-Present)

1-3 5.50 6.00
4 4.95 4.95

GOOD GUYS
Defiant
(1993-Present)

1 J.Jackson,J.Sooter,J.Childress-w 3.50 5.00
2-5 2.50 2.50

GOTH ARMY
DC Comics
(1986-Present)

2nd Series
1 6.00 7.50
2 2.00 3.50
3-12 2.00 3.00
13-20 1.50 2.50
21-73 1.00 2.00
74 1.75 1.75
75 2.50 3.50
76-86 1.75 1.75
87 1.95 1.95
Annual 1 2.00 3.50
Annual 2 2.00 3.50
Annual 3 2.50 4.00
Annual 4 2.00 3.00
Annual 5 2.80 4.00
Annual 6 3.50 3.50
Limited Series (1983)
1 3.00 5.00
2-4 2.00 3.50
Limited Series, Long Bow Hunters (1987)
1 M.Grell-a/w 6.00 9.50
1 2nd print 3.00 4.00
2 5.00 12.00
3 3.00 10.00

GREEN HORNET, THE (TV)
Gold Key
(1967)

1 115.00 125.00
2 75.00 90.00
3 75.00 90.00

GREEN LANTERN
DC Comics
(1960-191986)

2nd Series
1 G.Kane-a 1300.00 1400.00
2 400.00 600.00
1st App. Preface
3 270.00 350.00
4-5 170.00 250.00
1st App. Hector Hammond
6-10 140.00 170.00
1st App. Tomar-re, 1st App. Sinestro
11-12 90.00 120.00
13 Flash 125.00 145.00
14 90.00 100.00
1st App. Sonar
15-20 90.00 100.00
21-22 70.00 90.00
23 70.00 90.00
1st App. Tattooed Man
24-28 70.00 90.00
29-30 70.00 90.00
1st App. Blackhand, JLA cameo
31-39 50.00 65.00
40 300.00 350.00
1st App. Crisis
41-50 40.00 50.00
51-58 20.00 25.00
59 120.00 140.00
1st App. Guy Gardner
60 15.00 20.00
61 G.Kane-a 22.00 30.00
62-68 15.00 20.00
70-75 G.Kane-a 11.00 15.00
76 N.Adams-a 80.00 115.00
77 N.Adams-a 32.00 40.00
78-80 N.Adams-a 22.00 30.00
81-84 N.Adams-a 20.00 25.00
85-86 N.Adams-a 28.00 36.00
87 N.Adams-a 17.00 25.00
1st App. John Stewart, 2nd App. Guy Gardner
88 N.Adams-a 4.00 7.00
89 N.Adams-a 8.00 14.00
90-99 M.Grell-a 2.00 4.00
100 M.Grell-a 4.00 7.00
1st App. Air Wave II
101-111 2.00 3.00
112 5.00 7.00
113-115 2.00 3.00
116 10.00 17.00
1st App. Guy Gardner as a GL
117-119 2.00 3.00
120-121 1.00 2.00
122 1.50 2.50
123 4.00 6.00
124-135 1.00 2.00
136 2.00 3.00
1st App. Citadel
137 2.00 3.00
138-140 1.00 2.00
141 2.00 3.00
1st App. Omega Men
142-149 1.00 2.00
150 2.00 3.00
151-193 1.00 2.00
194 2.00 3.00
195 8.00 9.00
G.Gardner App
196-205 1.00 2.00
206-223 1.00 1.50
224 2.00 4.00
Indigo series
1-3 2.50 4.00
4-8 1.00 1.80
9-12 2.00 3.00
13 2.00 2.50
14-18 1.00 1.50
19 1.75 2.50
20-24 1.00 1.50
25 2.00 3.00
Special 1 2.00 3.50
Special 1-2 2.00 3.00
Gardner's Tale 6.00 6.00
Limited Series, Green Lantern/Green Arrow (1983-1984)
1-7 Reprints 3.00 4.00
Limited Series, Emerald Dawn (1989-1990)
1 M.Gagne-a 5.00 10.00
1 2nd Print 1.50 2.00
2-3 3.00 5.00
4 3.00 5.00
5-6 2.00 3.00
6 2nd Print 1.00 1.50
Limited Series, Emerald Dawn II (1991)
1 M.Gagne-a 2.00 5.00
2-6 1.50 2.00

GREEN LANTERN CORPS QUARTERLY
DC Comics
(1992-Present)

1 1.50 2.00
2 3.00 3.50
3 3.00 3.00

GRENDEL
Comico
(1983-1984)

1 55.00 70.00
Black and white
2-3 34.00 42.00
Mini-series
1 3.50 10.00
2 3.50 6.00
3-4 2.50 3.50

GRENDEL TALES: FOUR DEVILS ONE HELL
Dark Horse
(1993-Present)

1 T.K.Hansen-a,J.Robinson-w 3.50 4.50
2 3.00 3.50
3-4 2.95 2.95

GRENDEL TALES: THE DEVIL'S HAMMER
Dark Horse
(1994-Present)

1 2.95 2.95

GRENDEL, WAR CHILD
Dark Horse
(1992-1993)

1 3.00 5.00
2 3.00 4.00
3-9 3.00 3.00
10 3.50 4.00
TPB 16.95 16.95

GRIMJACK
First Comics
(1984-1991)

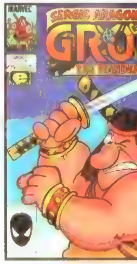
1 2.00 3.50
2-25 1.50 2.00
26 4.00 5.50
2nd color TMNT
27-74 1.00 1.50
75 4.50 5.00
Fold-out map
76-81 1.00 1.75

GROO SPECIAL
Eclipse
(1984)

1 S.Aragones-a/w 30.00 40.00

GROO THE WANDERER
Marvel
(1985-Present)

1 S.Aragones-a/w all 7.00 10.00
2 4.00 6.00
3-10 2.50 5.00
11-20 2.00 3.00
21-30 1.00 1.75



31-86 1.00 2.00
87-99 2.00 3.00
100 2.00 4.00
101-113 2.25 2.25
TPB 10.95 10.95

GROO THE WANDERER
Pacific Comics
(1982-1984)

1 S.Aragones-a/w all 20.00 30.00
2 15.00 20.00
3-7 8.00 13.00
8 8.00 12.00

GUARDIANS OF THE GALAXY
Marvel
(1990-Present)

1 J.Valentino-a starts 7.50 10.00
2-3 4.00 7.00
4-6 4.00 6.00
7 2.25 4.00
1st App. Malevolence
8 2.50 4.00
9 2.50 4.00
1st App. Rancor
10 2.25 3.50
11-12 1.50 2.50
13 1.50 6.50
1st App. Spirit of Vengeance
14 1.50 6.50
15-18 1.50 2.50
19-23 1.00 1.50
24 2.50 2.50
25 Prism foil cover 1.50 2.50
25 2.00 2.00
26-28 J.Valentino-a ends 1.00 1.50

29-38 1.00 1.50
39 1.50 3.00
40 1.00 1.50
41-47 1.25 2.50
48-49 1.50 1.50
Annual 1 2.00 3.00
Annual 2 1.25 2.50
Annual 3 2.95 2.95

GUNFIRE
DC Comics
(1994-Present)

1 1.75 1.75

GUY GARDNER: WARRIOR
DC Comics
(1992-Present)

1 1.25 2.00
2 1.25 1.50
3 1.25 4.00
4-9 1.00 1.50
10-14 1.00 1.25
15-16 1.25 1.50
17 1.50 2.50
1st Warrior
18 1.50 2.00
19-21 1.50 1.50
Limited Series, Guy Gardner Reborn (1992-1993)
1-3 1.50 5.00

HAMMER OF GOD PENTATHLON
Dark Horse
(1994)

1 2.50 2.50

HAMMER OF GOD: BUTCH
Dark Horse
(1994-Present)

1 2.50 2.50

HARBINGER
Valiant
(1992-Present)

Formerly Harbinger 1-25
0 From TPB 70.00 90.00
1 10.00 15.00
1st App. Harbinger 60.00 75.00
2 30.00 65.00
3 35.00 50.00
4 15.00 20.00
5 10.00 15.00
6 7.00 18.00
7 3.50 7.00
8 3.75 10.00
9 6.50 15.00
10 1st App. H.A.R.D. Corps
11 3.00 8.00
12 2.50 5.00
13 2.50 7.00
14 3.00 12.00
15 3.00 10.00
16-17 2.50 3.00
18 2.25 3.00
19 2.25 4.00
20-24 2.50 3.00
25 3.50 3.50
26-99 2.50 2.50
TPB 10.00 25.00
TPB Bagged 10.00 45.00
Harbinger Files: Harada 2.50 2.50

H.A.R.D. CORPS
Valiant
(1992-Present)

1 3.00 9.00
1 Advance Comics ed 25.00 40.00
1 Gold ed 40.00 75.00
2 2.50 6.00
3 2.25 3.50
4 2.00 3.50
5 2.00 4.00
5 Special Capital ed 3.00 7.00
5 Comic Defense System ed 3.00 6.00
6 1.75 3.50
7 1.95 2.50

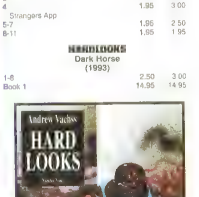
9-10	2.25	2.75
11-20	2.25	2.25

HARDCASE
Malibu
(1993-Present)

1	2.50	4.00
1 Hologram ed	25.00	50.00
2	2.25	6.00
3	2.25	3.00
4	1.95	3.00
Strangers App		
5-7	1.95	2.50
8-11	1.95	1.95

HARDLOOKS
Dark Horse
(1993)

1-8	2.50	3.00
Book 1	14.95	14.95



HARDWARE
DC/Milestone
(1993-Present)

1 D.Cowan-a	3.00	5.00
1 Platinum ed.	25.00	50.00
1-12	1.50	2.00
13-15	1.50	1.50
16	2.50	2.50

HARROWERS
Marvel
(1993-Present)

1-5	2.95	2.95
6	2.50	2.50

HATE
Fantagraphics
(1990-Present)

1	3.00	5.00
2-5	3.00	5.00
6-12	2.50	3.00
13-15	2.50	2.50

HAUNTER
Marvel
(1993-1994)

1-4	1.75	1.75

HAWKMAN
DC Comics
(1964-1968)

1	100.00	300.00
2	100.00	100.00
3	70.00	70.00
4	80.00	80.00
1st Apo Zantanna		
5-10	50.00	50.00
11-15	40.00	40.00
16-26	25.00	25.00
2nd Series (1986-1987)		
1-17	1.00	2.00
Special 1	1.00	2.00
3rd Series (1993-Present)		
1	2.50	4.00
2-10	1.75	1.75
Annual 1	3.50	3.50

HAWKWORLD
DC Comics
(1990-1993)

1	2.50	3.50
2-39	1.00	2.00
Annual 1-3	2.50	3.50
Limited Series (1989)		
1	4.50	5.50
New costume		
2-3	3.50	4.50

HELLBOY SEED OF DESTRUCTION
Dark Horse
(1994-Present)

1-2	2.50	2.50

HELLBLAZER
DC Comics
(1988-Present)

1	17.50	20.00
2-5	8.00	14.00
6-8	4.50	8.00
9-10	4.50	8.00
Swamp Thing App		
11-20	4.00	8.00
21-30	3.00	5.00
31-39	3.00	5.00
40	3.50	6.25
Preview of Kid Eternity		
41-49	3.00	4.00
50	2.50	3.50
51-68	1.00	2.00
69-74	2.00	2.00
75	2.95	2.95
76-79	1.95	1.95
Annual 1	4.00	5.00
Special 1	3.95	4.50
TPB Dangerous Habits	14.95	14.95

HELLHOUND
Marvel
(1993-Present)

1-4	2.25	2.25

HELLHUNTRESS
Dark Horse
(1994-Present)

1-2 K.Fujiwara-a M.Oshii-w	2.50	2.50

HELLSTORM
Marvel
(1993-Present)

1	2.50	3.00
2	2.00	2.50
3-14	2.00	2.00

HEP
Caliber
(1993-Present)

1	2.50	2.50

HEX
DC Comics
(1985-1987)

1-10	.50	1.50
11-13	1.50	2.00
Future Batman App		
14-18	.50	1.50

HISTORY OF THE DC UNIVERSE
DC Comics
(1986)

1-2 G.Perez-a,M.Wolfman-w	3.50	5.00
HB Comes with button	50.00	50.00

HITCHHIKER'S GUIDE TO THE GALAXY
DC Comics
(1993-Present)

1-2	4.95	5.50

HOMAGE STUDIOS SWIMSUIT
Image
(1993)

1	1.00	2.00

HOKUM & HEX
Marvel
(1993-Present)

1 A.Williams-a,F.Lovece-w	2.50	2.50
2-5	1.75	2.00
6-9	1.75	1.75

HOUSE OF MYSTERY
DC Comics
(1951-1983)

50	35.00	40.00
51-60	25.00	30.00
61-63	25.00	27.00
62,64	15.00	20.00
65-66	25.00	27.00
67-69	15.00	20.00
70	25.00	27.00
71	15.00	20.00
72	25.00	27.00
73-75	15.00	20.00
76	25.00	27.00
77-83	15.00	20.00
84-85	25.00	27.00
86-99	15.00	20.00
100	23.00	25.00
101-116	15.00	18.00
117-119	10.00	12.00
120 A.Toth-a	13.00	15.00
121-130	10.00	12.00
131-142	8.00	10.00
143	115.00	150.00
Martian Manhunter series begins		
144	50.00	55.00
145-155	35.00	40.00
156	43.00	45.00
157-159	35.00	40.00
1st App Diabolu Idol		
160	60.00	80.00
Robby Reed becomes Plastic Man for one issue		
161-168	25.00	28.00
169	25.00	28.00
1st App Gem Girl		
170-173	25.00	28.00
174-177	5.00	10.00
178 N.Adams-a	5.00	10.00
179 N.Adams,B.Wrightson-a	20.00	25.00
180-183 B.Wrightson-a	5.00	10.00
184	3.00	7.00
185	5.00	10.00
186 N.Adams-a	5.00	10.00
187	5.00	10.00
188 B.Wrightson-a	5.00	10.00
189-190	1.00	5.00
191 B.Wrightson-a	5.00	10.00
192-194	1.00	5.00
195 B.Wrightson-a	5.00	10.00
196-198	1.00	5.00
199	3.00	5.00
200-223	1.00	5.00
224 N.Adams,B.Wrightson-a	2.00	10.00
225-229	1.00	5.00
230-235	2.00	3.00
236	3.00	4.00
237-259	2.00	3.00

HOUSE OF SECRETS
DC Comics
(1956-1978)

1	400.00	450.00
2	150.00	200.00
3 J.Kirby-a	130.00	150.00
4,8 J.Kirby-a	70.00	90.00
5-7	50.00	70.00
9-11	50.00	70.00
12 J.Kirby-a	60.00	80.00
13-15	40.00	50.00
16-20	25.00	40.00
21-22	25.00	40.00
23	35.00	40.00
1st App Mark Merlin		
24-30	25.00	35.00
31-50	15.00	25.00
51-80	10.00	15.00
81	120.00	150.00
1st App. Eclipso		
82	40.00	50.00
83-85	20.00	40.00
86	40.00	60.00
87	20.00	40.00
88-90	20.00	25.00
91-91	4.00	5.00
92 B.Wrightson-a,L.Wein-w	100.00	220.00
1st App Swamp Thing		
93-100	2.00	4.00
101-154	2.00	3.00

HOWARD THE DUCK
Marvel
(1979-1981)

1	3.00	6.00
2	2.00	4.00
3	2.00	2.00
4,11 G.Colan-a	1.00	1.50
5-10 G.Colan-a	4.50	10.00
K/Kiss App		
13 G.Colan-a	5.50	10.00
14-13	1.00	1.00

HULK [MAGAZINE]
Marvel
(1978-1981)

1	1.50	4.00
10	3.50	6.00
12-14	2.00	3.00
25-27	1.50	3.00

HUMAN FLY
Marvel
(1977-1979)

1	3.00	3.00
2	5.00	5.00
Ghost Rider App		
3-16	1.00	1.00

HYPERKIND
Marvel
(1993-Present)

1 P.Collins-a	2.50	3.00
2-3 P.Collins-a	1.75	1.75

ICEMAN
Marvel
(1984-1985)

1-4	2.00	3.00

ICON
DC Comics/Milestone
(1993-Present)



1	1.50	2.00
1 Bagged	3.00	5.00
2-18	1.50	1.50

IMAGES OF SHADOWHAWK
Image
(1993-Present)

1 Hamilton-a/W.A.Grant-w	1.95	1.95

INCOMPLETE DEATH'S HEAD
Marvel
(1993-1994)

1-12	1.75	1.75

INCREDIBLE HULK
Marvel
(1962--Present)

1 J.Kirby-a	3800.00	6500.00
1st App the Hulk		
2 J.Kirby-a	1000.00	1200.00
3 J.Kirby-a	700.00	800.00
4 J.Kirby-a	500.00	600.00
5	800.00	1000.00
1st App Teen Brigade		
6	140.00	150.00
103	55.00	65.00
104	50.00	50.00
105	35.00	35.00
1st App Missing Link		
106-110 H.Trimp-a starts	35.00	35.00
111-117	20.00	20.00
118	20.00	20.00
Hulk vs. Namor		
119	20.00	20.00
120-121	11.00	11.00
122	11.00	11.00
Hulk vs. Thing		
123-125	11.00	11.00
126	8.00	8.00
1st App. Valkyrie		
127-130	8.00	8.00
131	8.00	8.00
Hulk vs. Iron Man		
132-135	8.00	8.00
136	8.00	8.00
1st App Xenon		
137-140	8.00	8.00
141	7.00	10.00
1st App Doc Samson		
142-148	6.00	8.00
149	6.00	6.00
1st App The Inhentor		
150-154	6.00	6.00
155	6.00	6.00
1st App Shaper		
156-160	6.00	6.00
161	6.00	6.00
Mimic dies		
162	4.00	6.00
1st App The Wendigo Beast App		
163	4.00	6.00
1st App The Gremlin		
164-165	4.00	6.00
166	4.00	6.00
1st App Zazzax		
167	4.00	6.00
168	4.00	6.00
1st App The Harpy		
169	4.00	6.00
1st App B-Beast		
170-171	4.00	6.00
172	7.00	12.00
X-Men cameo		
173-176	4.00	6.00
177	11.00	15.00
1st Death of Warlock		
178	15.00	19.00
1st Comeback of Warlock		
179	4.00	6.00
180	60.00	90.00
Wolverine cameo		
181	190.00	350.00
1st full App of Wolverine		
182	45.00	60.00
1st App Crackjack Jackson Wolverine cameo		
183-193 H.Trimp-a ends	3.00	3.00
194-199 S.Buscema-a starts	3.00	6.00
200	12.00	20.00
201-211	3.00	3.00
212	3.00	3.00
1st App The Constrictor		
213-219	3.00	3.00
220-233	2.00	2.00
234	2.00	2.00
Marvel Man changes name to Quasar		
235-249	2.00	2.00
250	5.00	7.00
251-299	2.00	2.00
300	3.00	3.00
301-309 S.Buscema-a ends	2.00	2.00
310-313	2.00	2.00
314	4.00	4.00
315	2.00	2.00
316	2.00	3.00
319-318	3.00	5.00
320-323	2.00	2.00
324	8.00	10.00
1st App Grey Hulk since 1		
325	2.00	3.00
326	5.00	6.00
Green Hulk vs. Grey Hulk		
327	2.00	3.00
328	3.00	5.00
329	2.00	2.00
330 T.McFarlane-a starts	16.00	25.00
331	12.00	15.00
332	10.00	12.00
333-334	8.00	12.00
335	3.00	5.00
336-337	7.00	12.00
X-Factor App.		
338-339	7.00	12.00
340	20.00	45.00
Wolverine App		

HERO PRICE GUIDE

341-344	7.00	8.00
345	7.00	12.00
346 T.McFarlane-a ends	6.00	7.00
347-349	3.00	3.50
350	3.00	4.00
351-356	2.00	3.00
359	4.00	5.00
360-366	2.00	3.00
367 D.Keown-a starts	9.00	22.00
368 S.Keith-a	6.00	15.00
369-370	6.00	9.00
371	6.00	10.00
372	7.00	15.00
373-375	4.00	8.00
376	6.00	8.00
Green Hulk vs. Grey Hulk		
377	9.00	20.00
New Hulk. Fuorescent cover		
377 2nd print	4.00	6.00
378	3.00	5.00
379	3.00	8.00
380	3.00	3.50
381-384	3.00	5.00
385-388	4.00	5.00
389	2.25	4.00
390-392	4.00	6.00
393	4.00	6.00
393 2nd print	2.50	3.00
394-398 D.Keown-a ends	2.50	4.50
399	2.00	5.00
400 C.Bachalo-a	2.00	5.00
401-407	2.00	5.00
408-411 G.Frank-a	1.25	1.25
412 P.Pelletier-a	1.25	1.25
413-416 G.Frank-a	1.25	2.00
417-418 G.Frank-a	1.25	1.25
418 Deluxe ed	2.50	2.50
Annual 5	2.00	3.00
Annual 6-18	2.00	2.00
Annual 19	3.00	3.00
Special 1	45.00	45.00
Special 2	25.00	25.00
Special 3	7.00	7.00
Special 4	5.00	5.00
Limited Series, Future Imperfect (1992-1993)		
1-2 G.Perez-a,P.David-w	8.00	10.00

INDIANA JONES AND THE ARMS OF GOLD
Dark Horse
(1994-Present)

1-3	2.50	2.50

INDIANA JONES: THUNDER IN THE ORIENT
Dark Horse
(1993-Present)

1-5	2.50	3.00

INFINITY INC
DC Comics
(1967-1972)

1	30.00	50.00
2	14.00	25.00
3-12	8.00	12.00

INFINITY CRUSADE
Marvel
(1993)

1-6 J.Starlin-w	1.00	2.50

INFINITY GAUNTLET
Marvel
(1991)

1 G.Perez R.Lim-a,J.Starlin-w	6.00	8.00
2-6	4.00	5.00

INFINITY WAR, THE
Marvel
(1992)

1 R.Lim-a,J.Starlin-w	2.00	5.00
2-6	2.00	2.50

INFINITY, INC.
DC Comics
(1984-1986)

1 J.Ordway-a	2.50	2.50



2 MI 1.50 1.50
14 T McFarlane-a stans 4.00 6.00
15-20 3.00 3.00
21 3.00 3.00
1st App. new Hourman and Dr. Midnight
22-30 3.00 3.00
31 3.00 3.00
Star Spangled Kid becomes Skyman
32 3.00 3.00
Green Fury becomes Green Flame
33-37 T.McFarlane-a ends 3.00 3.00
38-49 1.50 1.50
50 2.50 2.50
51-53 1.50 2.00
Annual 1-2 2.00 2.00
Special 1 1.50 1.50

INVADERS, THE
Marvel
(1975-1979)

1 12.00 20.00
2-5 6.00 7.00
6 6.00 8.00
1st App. Union Jack
7 6.00 8.00
1st App. Baron Blood
8-10 6.00 8.00
11-13 5.00 5.00
14 5.00 5.00
1st App. The Crusaders
15-19 5.00 5.00
20 6.00 6.00
1st App. new Union Jack
21 4.00 4.00
22-41 3.00 3.00
Annual 1 3.00 3.00

INVASION
DC Comics
(1988-1989)

1 T McFarlane-a 4.00 6.00
2 T McFarlane-a 3.00 3.00
3 B Sears-a 3.00 3.00

IRON FIST
Marvel
(1975-1977)

1 J Byrne-a 30.00 35.00
2 13.00 15.00
3-5 12.00 15.00
6-13 7.00 12.00
14 50.00 160.00
1st App. Sabretooth
15 25.00 45.00
X Men App.

IRON MAN
Marvel
(1968-Present)

1 J Craig & G Colan-a 335.00 375.00
2 J Craig-a 100.00 130.00
3 80.00 80.00
4-5 60.00 60.00
6-10 45.00 45.00
11-15 32.00 35.00
16 22.00 30.00
17-20 22.00 22.00
21-25 16.00 25.00
26 16.00 16.00
27 J Craig-a 16.00 16.00
1st App. Firebrand
28-32 16.00 16.00
33 16.00 16.00
1st App. Spymaster
34-43 16.00 16.00
44-46 11.00 11.00
47 17.50 17.50
48-50 11.00 11.00
51-53 9.00 9.00
54 15.00 20.00
1st App. Moondragon
55 100.00 140.00
1st App. Drax the Destroyer, Kronos, Mentor, Starfox, and Thanos
56 10.00 20.00
57-65 8.00 8.00
66 8.00 8.00
Iron Man vs. Thor
67 8.00 8.00
68 10.00 12.00
Orig.n
69-70 5.00 8.00
71-95 5.00 5.00
96 5.00 5.00
1st App. new Guardsman
97-99 5.00 5.00
100 5.00 10.00
101 4.00 5.00
1st App. Dread Knight
102-108 4.00 5.00
109 4.00 5.00
1st App. new Crimson Dynamo and Vanguard
110-117 4.00 5.00
118 J.Byrne-a 4.00 7.50
119-120 4.00 4.00
121-122 2.50 4.00
123-151 4.00 4.50
152 4.50 6.00
New armor
153-158 2.00 4.50
159-168 2.00 2.50
169 6.75 9.00
New Iron Man (Jim Rhodes)
170 5.00 5.00
171 2.00 3.50
172-199 2.25 2.25
200 2.75 4.50
201-224 1.50 3.00
225 4.50 6.00
226-243 1.50 1.50
244 B.Layton-a 3.50 5.00
New armor
245-249 1.50 1.50
250 1.75 1.75
251-274 1.25 1.25
275 1.50 1.50
276-280 1.25 1.25
281 3.00 5.00
1st App. War Machine
282-283 1.25 4.00
284 3.50 5.00
One of the deaths of Tony Stark
285-287 1.25 1.25
288 2.00 2.50
289 1.25 1.25
290 2.00 3.00
291-299 1.25 1.25
300 2.50 2.50
300 Deluxe 3.95 3.95
301-303 1.25 1.25
304 1.50 1.50
Annual 3 5.00 5.00
Man-Thing App
Annual 5-9 2.00 2.00
Annual 10 2.50 3.50
Annual 11-12 2.00 2.00
Annual 14 2.95 2.95
Annual 15 2.50 2.50
Darkhawk App.
King-Size 4 3.00 3.00
Special 1 20.00 20.00
Special 2 9.00 9.00
Iron Man And Sub-Mariner 100.00 140.00

ITCHY & SCRATCHY COMICS
Bongo
(1993-Present)

1 2.00 3.00
2 1.95 3.00

JAM URBAN ADVENTURE
Dark Horse
(1993-Present)

1 2.50 3.00
6-7 2.50 2.50

JOKER, THE
DC Comics
(1975-1976)

1 15.00 20.00
2-3 7.50 10.00
4-6 5.50 10.00
7-8 4.50 10.00
9 5.50 10.00

JONAH HEX
DC Comics
(1977-1985)

1 14.00 20.00
2-7 7.00 10.00
8-10 5.50 7.00
11-20 3.00 4.00
21-30 2.00 3.00
31-32 2.00 4.00
33-91 2.00 3.00
92 2.00 4.00
Limited Series, Two Gun Mojo (1993)
1 T.Truman-a 5.00 8.00
1 Platinum ed. 11.00 20.00
2 4.00 6.00
3-4 4.00 5.00
5 4.00 8.00

JONNY QUEST
Gold Key
(1964)

1 165.00 225.00

JOURNEY INTO MYSTERY
Marvel
(1962-1965)

83 S.Ditko & J.Kirby-a start 2150.00 3000.00
1st App. of Thor
84 600.00 600.00
85 325.00 325.00
1st App. Loki and Heimdall
86 225.00 225.00
1st Full App. Odin
87-89 150.00 150.00
90 85.00 85.00
91-92 75.00 100.00
93,97 100.00 100.00
94-96 S.Ditko & J.Kirby-a end 75.00 75.00
98 75.00 75.00
1st App. Human Cobra
99 S.Ditko-a 75.00 75.00
1st App. Mr. Hyde and Surtur
100 75.00 75.00
101 J.Kirby-a starts 50.00 50.00
102 50.00 50.00
1st App. Sif
103 50.00 50.00
1st App. Enchantress
104-106 50.00 50.00
107 50.00 50.00
1st App. Grey Gargoyle
108 50.00 50.00
109 50.00 65.00
110 50.00 50.00
111 40.00 40.00
112 100.00 185.00
Thor vs. Hulk
113-117 40.00 40.00
118 40.00 40.00
1st App. The Destroyer
119 40.00 40.00
1st App. Hogun, Fandral and Volstagg
120-125 J.Kirby-a ends 40.00 40.00
2nd series (1972-1975)
1 1.25 6.50
2-3,5 1.25 3.50
4,6-19 1.25 2.00

JUDGE DREDD
Eagle/Quality
(1983-1986)

1 B.Bolland-a 15.00 20.00
2-35 3.50 3.50
2nd Series, Fleetway/Quality (1986-1991)
1 2.25 2.25
2-50 1.75 1.75
51-70 2.00 2.00

JUDGEMENT DAY
Lightning Comics
(1993-Present)

3.50 5.00
5 2.95 3.50
8 2.95 2.95

JUNKER
Fleetway/Quality
(1993-Present)

1 2.95 2.95

JUNGLE ACTION
Marvel
(1972-1976)

7.50 10.00
2.25 7.00
7.50 15.00
Black Panther series begins
5-10 4.00 8.00
11-18 2.00 4.00
19-24 1.50 3.00

JURASSIC PARK
Topps Comics
(1993)

1 Dr. Kane-a 2.50 4.00
Collectors ed. with cards 5.00 7.00
2nd print 2.50 2.50
2 Collectors ed 2.95 4.00
1 print 2.50 3.00
3 2.50 3.00
4 Collectors ed. 2.95 2.95
TPB 12.95 9.95

JURASSIC PARK RAPTOR
Topps Comics
(1993-1994)

1 2 2.95 2.95

JURASSIC PARK RAPTOR ATTACK
Topps Comics
(1994-Present)

2.50 2.50

JUSTICE LEAGUE AMERICA
DC Comics
(1987-Present)

League 1-6
Justice League International 7-25
K Maguire-a starts 4.50 8.00
Batman, Black Canary, Blue Beetle, Capt. Marvel
Guy Gardner, Green Lantern (Guy Gardner), Martian
Manhunter and Mr. Miracle start
2 3.00 4.50
3 2.00 3.00
4-7 60.00 100.00
Superboy
8 2.00 4.00
Booster Gold Joins
9-15 2.00 4.00
16 2.00 4.00
Atom and Rocket Red join
17 2.50 2.50
18 1.25 1.50
19 1.25 3.00
20 1.25 1.50
21-45 A Hughes-a 1.50 3.00
46 1.50 2.00
47 1.75 3.00
48-50 1.00 1.50
51 1.00 3.00
52-60 1.00 1.50
61 Burgans-ale 1.00 3.00
Invasion Bloodwynd new team
62-66 1.25 1.50
67 6.00 20.00
Doomsday App
68 5.00 13.00
Fanfial For A Friend Part 1
69 2nd print 1.25 3.00
70 1.75 3.00
71-84 1.25 2.00
85-89 1.50 1.50
Annual 1 2.00 2.00
Annual 2 2.00 2.00
Joker App
Annual 3-4 2.00 2.00
Annual 5 2.00 2.00
Armageddon 2001 series
Annual 6 2.00 2.00
Annual 7 2nd print 2.00 2.00
Special 1 2.00 2.00
Special 2 3.00 3.00
Spectacular 1 1.50 1.50

TPB A New Beginning 12.95 12.95
Reprints JLA 1-7
TPB The Secret Gospel of Maxwell Lord 12.95 12.95

JUSTICE LEAGUE INTERNATIONAL
DC Comics
(1989-Present)

Formerly Justice League Europe 1-50
1 B Sears-a 4.00 7.00
2-10 B Sears-a 1.50 3.00
11-31 1.25 1.50
32-60 1.25 1.25
61-65 1.50 1.50
Annual 1-2 2.00 2.00
Annual 3 2.50 2.50

JUSTICE LEAGUE OF AMERICA
DC Comics
(1960-1987)

1 1500.00 1500.00
Aquaman, Batman, Flash, Green Lantern, Martian Manhunter, Superman, and Wonder Woman start
2 430.00 430.00
3 350.00 350.00
1st App. Kanjar Ro
4 270.00 270.00
Green Arrow joins
5 190.00 190.00
Origin of Dr. Destiny
6-8 150.00 150.00
1st App. Time Lord
9 250.00 250.00
Origin of JLA
10 150.00 150.00
1st App. Felix Faust
11 120.00 120.00
12 120.00 120.00
1st App. Dr. Light
13 120.00 120.00
14 120.00 120.00
Atom joins
15 120.00 120.00
16-20 90.00 90.00
21 170.00 200.00
JSA All-Stars
22 140.00 140.00
JSA cover
23 45.00 45.00
24 45.00 45.00
Adam Strange App
25-28 45.00 45.00
29 53.00 53.00
1st App. S.A. Starman
30 53.00 53.00
31 30.00 30.00
Hawkman joins JLA
32 28.00 28.00
1st App. Brainstorm
33 24.00 24.00
34 30.00 30.00
Joker App.
35-36 23.00 23.00
37-38 44.00 44.00
39 25.00 25.00
40 22.00 22.00
41 22.00 22.00
1st App. The Key
42 15.00 15.00
Metamorpho App.
43 15.00 15.00
1st App. Royal Flush Gang
44-45 15.00 15.00
46 45.00 45.00
JSA x-over. 1st App. S.A. Sandman
47-48 20.00 20.00
49-54 11.00 11.00
55 22.00 22.00
1st App. S.A. Robin
56 17.00 17.00
JLA vs. JSA
57,59-60 11.00 11.00
58 12.00 12.00
61-66 9.00 9.00
67 10.00 10.00
68-72 9.00 9.00
73-74 5.50 5.50
75 6.00 6.00
76 7.00 7.00
77-80 5.50 5.50
81-84 5.00 5.00
85 6.75 6.75
86-92 5.00 5.00
93 6.00 6.00
94 N.Adams-a 12.00 20.00
Deadman x-over
95-96 6.00 6.00
97 5.00 5.00
98-100 4.50 4.50

HERO PRICE GUIDE

101 6.00 6.00
JSA x-over
102 6.00 6.00
JSA x-over. Red Tornado dies
103 4.00 4.00
Phantom Stranger joins
104 4.00 4.00
105 4.00 4.00
Elongated Man joins
106 4.00 4.00
New Red Tornado joins
107-108 6.50 6.50
109-116 4.00 4.00
117 3.00 4.00
Hawkman rejoins
118-127 3.00 4.00
128 3.00 4.00
Wonder Woman rejoins
129-160 3.00 4.00
161 3.00 3.00
Zatanna joins
162-178 3.00 3.00
179 3.00 3.00
Firestorm joins
180-184 3.00 3.00
185-191 2.00 2.00
192 G.Perez-a 2.00 2.00
193 G.Perez-a 2.00 2.00
1st App. All-Star Squadron
194-202 2.00 2.00
203 G.Perez-a 2.00 2.00
1st App. new Royal Flush Gang
204-232 2.00 2.00
233 2.00 2.00
New JLA starts
234-250 2.00 2.00
251-257 1.50 2.00
258 1.50 2.00
Death of Vibe
259 1.50 2.00
260 1.50 2.00
Death of Steel
261 4.00 4.00
Annual1 3.00 3.00
Annual 2-3 2.00 2.00

JUSTICE LEAGUE QUARTERLY
DC Comics
(1992-Present)

1-5 1.95 4.00



6-12 1.95 3.00
13-15 1.95 3.00

JUSTICE LEAGUE TASKFORCE
DC Comics
(1993-Present)

1	2.00	2.50
2-4	1.25	1.50
5-6	1.25	3.00
7 P.David-w	1.25	1.25
8 P.David-w	1.50	2.00
9-12	1.50	1.50

JUSTICE SOCIETY OF AMERICA
DC Comics
(1992-1993)

1-10 M.Parobeck-a/ L.Strazewski-w	1.25	1.25

Limited Series (1991)

1-8	1.00	1.50

KAMANDI, THE LAST BOY ON EARTH
DC Comics
(1972-1978)

1 J.Kirby-a/w	11.00	25.00
2	11.00	15.00
3	6.00	8.00
4-5	3.00	8.00
6-10	3.00	5.00
11-15	1.50	5.00
16-23	1.50	4.00
24-40	1.50	3.00
41-50	1.50	2.50
51-58	1.50	4.00
59	2.50	7.00

Limited Series, Kamandi at Earth's End (1993)

1-6	1.75	2.00

KID ETERNITY
DC Comics
(1993-Present)

1-5	1.95	3.00
6-13	2.00	2.00
Limited series (1991)		
1-3	5.00	5.00

KITTY PRYDE AND WOLVERINE
Marvel
(1984-1985)

1 A.Milgrom-a,C.Claremont-w	3.00	8.00
2-6	3.00	6.00

KINGDOM
Image
(1994-Present)

1	2.50	2.50

KOBALT
DC Comics/Milestone
(1994-Present)

1	1.75	1.75

LADY DEATH
Chaos
(1994-Present)

1	2.00	7.00
2	2.75	2.75

LAST ONE, THE
DC Comics
(1993-1994)

1-6	2.50	4.00

LEGEND OF SLEEPY HOLLOW
Tundra
(1993)

1 B.Hampton-a/w	6.95	6.95

LEGENDS
DC Comics
(1986-1987)

1 J.Byrne-a in all	2.50	5.00
2	2.00	5.00
3	2.00	5.00
1st App. new Suicide Squad		
4-5	2.00	5.00
6	2.00	6.00
1st App. new Justice League		

LEGENDS OF THE WORLD'S FINEST
DC Comics
(1994-Present)

1 J.D.Brereton-a	4.95	4.95
Painted art		

L.E.G.I.O.N.
DC Comics
(1989-Present)

1 B.Kitson-a A.Grant-w	2.00	5.00
2 B.Kitson-a	2.00	4.00
3-4 B.Kitson-a	2.00	3.00
5 B.Kitson-a	2.00	3.00
Lobo joins		
6-10 B.Kitson-a	2.00	3.00
11-15	1.50	2.00
16	1.50	2.00
Lar,Gand App.		
17-22	1.50	2.00
23	2.00	2.50
24-40	1.50	2.00
41-47	1.50	1.50
48-49	1.75	1.75
50	3.50	3.50
51-56	1.75	1.75
Annual 1-3	2.95	1.50
Annual 4	3.50	4.00

LEGION OF SUPER-HEROES
DC Comics
(1980-1987)

Previously Superboy and the Legion of Super-Heroes		
259	3.00	4.00
260-270	2.00	2.00
271	1.50	1.50
272	1.50	1.50
Blok joins		
273-276	1.50	1.50
277	1.50	1.50
1st App. Reflecto		
278-279	1.50	1.50
280	1.50	1.50
Superboy rejoins		
281-284	1.50	1.50
285-290 K.Giffen-a,P.Levitz-w start	2.00	2.00
291-299	1.50	1.50
300	2.00	2.00
301-305	1.25	1.50
306-313 K.Giffen-a,P.Levitz-w end	0.75	1.00
314-319 K.Giffen-a,P.Levitz-w	1.00	1.50
Becomes Tales Of The Legion of Super-Heroes		
320-354 D.Jurgens-a,P.Levitz-w	1.00	1.50
Annual 1 K.Giffen-a,P.Levitz-w	2.00	2.00
1st App. new Invisible Kid		
Annual 2-3 K.Giffen-a,P.Levitz-w	1.50	2.00
TPB	17.95	17.95

2nd Series (1984-1989)

1 K.Giffen-a,P.Levitz-w stars	2.00	2.00
2-3	1.50	2.00
4	1.50	2.00
Death of Karate Kid		
5 K.Giffen-a,P.Levitz-w	1.50	2.00
Death of Nemesis Kid		
6 J.Orlando-a,P.Levitz-w	1.50	2.00
7-10 S.Lightfle-a,P.Levitz-w starts	1.50	2.00
11-13	1.00	1.50
14 S.Lightfle-a ends	1.00	1.50
New members, Magnetic Kid, Polar Boy, Quislet, Sensor Girl, and Tellus		
15-19 G.LaRouge-a,P.Levitz-w	1.50	2.00
19-36	1.00	1.50
37	10.00	12.00
38	12.00	15.00
Death of Superboy		
39-44	1.75	2.00
45	3.00	3.00
46-49 G.LaRouge-a,P.Levitz-w	1.00	1.50
50 K.Giffen-a,P.Levitz-w	2.50	2.50
1st App. Rond Vidar as a Green Lantern		
51-63 K.Giffen-a,P.Levitz-w	1.00	1.50
Annual 1 K.Giffen-a,P.Levitz-w	2.00	2.00
Annual 2-4	2.00	2.25

3rd Series (1989-Present)

1-24 K.Giffen-a,T&M Berbaum-w	1.75	1.75
25-39	1.75	1.75
40	1.75	2.00
Legionnaires App.		
41-49	1.75	1.75
50	3.50	4.00
51-53	1.75	1.75
54	2.95	2.95
55-58	1.75	1.75
Annual 1-2	2.00	2.00
Annual 3	3.50	3.50
1st App. new Timber Wolf		
Annual 4	3.50	3.50
Annual 5	3.50	3.50

Limited Series (Reprints)

1	10.00	10.00
2-4	5.00	5.00

LEGIONNAIRES
DC Comics
(1992-Present)

1 Sprouse-a,T&M Berbaum-w	1.75	5.00
1 Signed with trading card		8.00
1 Sprouse-a	1.50	3.00
2 Sprouse-a	1.25	2.50
2 Sprouse-a	1.50	3.00
3 Hughs-a	1.50	1.50
3 Jorden-a	1.25	1.50
4 C.Sprouse A.Hughs-a	1.25	1.50
5 Sprouse,J.Phillips-a	1.50	1.50
6	1.50	1.50

LETHAL FOES OF SPIDER-MAN
Marvel
(1993-Present)

1-4	1.75	1.75

LETHARGIC COMICS
Alpha
(1994-Present)

1	2.50	2.50



LOBO
DC Comics
(1993-Present)

1 A.Grant-w	2.95	2.95
2	1.75	1.75
Annual 1	3.50	4.00
Blazing Chain of Love	2.00	2.00
Collect'em Guns	1.75	1.75
Convention Special	1.75	2.00
Lobocop	1.95	1.95
Unpredictable X-Mas S.Bisley-a	2.50	5.00
Portrait of a Victim	2.00	2.00
Unpleasant Hits	12.95	12.95
Mini-Series (1990-1991)		
Highway-a A.Grant-w	5.00	5.00
Agent	1.00	1.00
2	1.00	1.00
3	1.00	1.00
4	1.00	1.00
TPB The Last Czarnian	14.95	14.95

Limited Series, Lobo Infanticide (1992-1993)

1 K.Rein-a,A.Grant-w	2.00	3.50
2-4	2.00	2.50

Limited Series, Lobo Unamerican Gladiators (1993)

1-4 A.Grant-w,M.Wagner-w	1.75	2.00

Limited Series, Lobo's Back (1992)

1 S.Bisley-a,A.Grant-w	2.00	4.00
2-4	1.75	2.50

LOBO CONTRACT ON CAWD
DC Comics
(1994-Present)

1	1.75	1.75

LONGSHOT
Marvel
(1985-1986)

1 Arms-a,A.Nocenti-w	12.00	20.00
2	7.50	12.00
3	8.00	10.00
4	6.00	10.00

LOVE AND ROCKETS
Fantagraphics
(1982-Present)

1 Hernandez-a/w	45.00	50.00
2	10.00	12.00
3-5	7.00	8.00
6-10	4.00	5.00
11	3.00	4.00
12-20	2.50	3.00
21-41	2.50	2.50
42-44	2.95	2.95
2nd print	3.00	3.00

LYCANTHROPE LEO
Viz Comics
(1993-Present)

1-3	2.95	2.95

MACHINE MAN
Marvel
(1978)

1 Kirby-a/w	2.00	3.00
2-17	1.50	2.00
18	2.00	5.00
19	8.00	10.00
1st App. of Jack O Lantern		

Limited Series (1984-1985)

1 B.W.Smith-a/w	1.50	3.00
2-4	1.50	2.00

MACROSS
Comico
(1984)

1	10.00	20.00

MAD TIME
Marvel
(1993-Present)

1-6	1.25	1.25

MADBRAY
Tundra
(1992)

1-3 M.Allred-a/w	10.00	10.00
1 2nd print	2.95	2.95

Limited Series, Madman Adventures (1993)

1-2 M.Allred-a/w	3.50	3.50
3	2.95	2.95

MADMAN COMICS
Dark Horse
(1994-Present)

1 M.Allred a/w	2.95	2.95

MAGE
Comico
(1984-1986)

1 M.Wagner-a/w	8.00	15.00
2 M.Wagner-a/w	6.00	12.00
3-5 M.Wagner-a/w	4.00	8.00
6 S.Keith,M.Wagner-a	14.00	20.00
1st Color Grenadier App.		
7 S.Keith,M.Wagner-a	8.00	10.00
8-15 S.Keith,M.Wagner-a	3.00	5.00

MAGNUS ROBOT FIGHTER
Gold Key
(1963-1977)

1 R.Manning-a stars	130.00	250.00
2	65.00	100.00
3	63.00	90.00
4	23.00	40.00
5	15.00	25.00
6	50.00	80.00
7	10.00	15.00
8-10	7.00	100.00
11-20	7.00	10.00
21 R.Manning a ends	20.00	40.00
22-28	22.00	28.00
29-46	10.00	15.00

MAGNUS ROBOT FIGHTER
Valiant
(1991-Present)

0	22.50	45.00
0 with cards	50.00	0
1 B.Layton-a	16.00	30.00
2	14.00	20.00
3	12.50	20.00
4	11.00	10.00
5	18.00	20.00
1st App. Rai		
6-8	10.00	20.00
9-11	6.00	10.00
12	50.00	95.00
1st Valiant Turok		
13	3.00	5.00
14	4.50	9.00
15	2.25	4.50
16-17	2.50	5.00
18	3.00	5.00
19-20	2.50	5.00
21	3.75	10.00
21 Gold ed.	25.00	30.00
22	2.25	5.00
23	2.00	3.50
24	1.75	2.50
25	2.00	4.00
26-28	1.75	2.25
29-32	2.25	3.00
33-38	2.25	2.25

Limited Series Magnus Robot Fighter & Nexus (1993-1994)

1-2 S.Rude a/ M.Baron-w	3.50	5.00

Valiant Comics and Dark Horse Comics

MAN OF STEEL, THE
DC Comics
(1986)

1 Byrne-a/w	3.00	5.00
New origin of Superman		
2-3	1.00	2.00
4	1.00	2.00
1st App. new Lex Luthor		
5-6	1.00	2.00

MAN OF WAR
Malibu
(1993-Present)

8	2.50	3.00

MAN-BAT
DC Comics
(1975-1976)

1	5.00	10.00
2	4.00	6.00

MAN-THING
Marvel
(1974-1975)

1	10.00	15.00
2	5.00	10.00
3	4.00	7.00
1st App. Foolkiller		
4	4.00	8.00
5-18	2.00	3.00
19	2.00	3.00
1st App. Scavenger		
20-22	2.00	3.00

2nd series (1979-1981)

1-11	1.00	1.00

MANITRA
Malibu
(1993-Present)

1	3.00	5.50
1st App. Manitra and Warshrike		
2	3.00	5.00
3	1.95	3.50
4	2.50	3.00
5-9	1.95	1.95

MARK, THE
Dark Horse
(1993-Present)

1	2.50	3.00
2-4	2.50	2.50

MARSHAL LAW
Marvel
(1987-1989)

1	3.00	4.00
2-6	2.00	3.00
TPB Blood Sweat and Fears	15.95	15.95

MARSHAL LAW
Dark Horse
(1993-Present)

1	2.95	3.50

MARVEL AND DC PRESENT
Marvel
(1982)

1	10.00	15.00
Teen Titans and X-Men		

MARVEL CHILLERS
Marvel
(1975-1976)

1	3.00	4.00

HERO PRICE GUIDE

HAWKMAN #1 1ST SERIES

Publisher: DC Comics
Issue No.: #1
Writer: Unknown
Artist: Murphy Anderson
Inker: Murphy Anderson
Cover Price: $0.12
Current Low Price: $100.00
Current High Price: $300.00

Overview: The Silver Age Hawkman and Hawkgirl get their own series after making their first appearance in *Brave & The Bold.*

HERO RATING:

★★

H.I. PICK

A really good character that has had trouble getting off the ground recently (pun intended). Even genuinely talented writers and artists can't seem to slap the Winged Wonder out of a post-*Crisis* crisis.



DEALER PICK

"Good book, but will old DCs ever be worth anything? I think so. I retire in 20 years. I hope by then ... A great character that has been messed up a bit but could be worse. And it could with *Zero Hour.* I hope not ... Already high price but should go up continually and slowly."

HERO FACT FILE

HERO CONTEST #220

For a chance to win this expensive book, tell us what enabled the Golden Age and Silver Age Hawkmen to fly.

1 1.00 3.00

MARVEL COMICS PRESENTS
Marvel
(1988-Present)

1 Wolverine App	6.00	10.00
2-5	4.00	6.00
6-9	4.00	5.00
10 R.Leonardi-a Colossus begins	4.00	5.00
11-16	2.50	3.00
17 R.Lim-a Cyclops begins	2.50	3.00
18-25	2.50	3.00
26 Hulk begins	2.50	3.00
27-32	2.50	3.00
33	3.00	4.00
34-37	2.00	3.00
38	5.00	7.00
39-47	2.00	4.00
48-50	4.00	6.00
51-53	3.00	4.00
54-61	2.25	3.50
62	5.00	7.00
63	4.00	6.00
64-71	3.00	4.00
72 B.W.Smith-a Weapon X begins	3.00	4.00
73	1.75	6.00T
74	1.75	5.00T
75-77	2.00	4.00
78-80	2.00	3.50
81-84	2.00	3.00
85 1st Joe Lee-a S.Keith-a	2.75	8.00
86 R.Liefeld-a	2.75	4.00
87-90	2.00	3.00
91-137	1.50	2.00
138-139	1.25	2.00
140-141	1.50	1.50
142-146	1.75	1.75
147-152	1.50	1.50
153-156	1.75	1.75

MARVEL COMICS SUPER-SPECIAL
Marvel
(1977-1986)

1 KISS App	60.00	80.00
2	5.00	5.00
3	3.00	3.00
4 Beatles App	10.00	10.00
5 KISS App	50.00	75.00T
6	3.00	3.00
7 [illegible] App	20.00	40.00
8 [illegible] App	3.00	3.00
9 X-Men App	1.50	2.00
10 [illegible]	5.00	5.00
11 [illegible]	2.00	2.00

MARVEL FANFARE
Marvel
(1982-1992)

1 T.Austin & P.Smith-a Spider Man and Angel	7.00	10.00
2 F.Fazekas-a Origin of Fantastic Four	7.00	10.00
3 D.Cockrum-a X-Men App	4.00	5.00
4 P.Smith & T.Austin-a Deathlock, Spider-Man and X-Men App	4.00	5.00
5 M.Rogers-a Dr. Strange App	2.00	4.50
6-32	2.00	3.00
33 J.Bingman-a X-Men App	4.50	6.00
34-39	2.00	3.00
40 D.Mazzuchelli-a Angel, Rogue and Storm App	3.00	5.00
41-49	2.00	3.00
50 X-Factor App	2.00	3.00
51-53	2.00	3.00
54	3.50	3.50
55	2.50	2.50

MARVEL FEATURE
Marvel
(1971-1973)

1 N.Adams-a 1st App of Defenders	45.00	62.00
2 B.Everett-a	25.00	35.00
3	25.00	35.00
4 Animan series starts	10.00	20.00
5-10	5.00	7.00
11 J.Starlin-a Hulk vs. Thing	10.00	10.00
12 J.Starlin-a Iron Man and Thanos App	10.00	12.00

MARVEL FRONTIER COMICS UNLIMITED
Marvel
(1993)

1	2.95	3.50

MARVEL PREMIERE
Marvel
(1972-1981)

1 G.Kane-a Origin of Warlock	45.00	65.00
2	30.00	35.00
3 B.W.Smith-a Dr. Strange begins	25.00	38.00
4	8.00	15.00
5-9	8.00	10.00
10	10.00	14.00
Death of The Ancient One		
11-14	6.00	7.50
15 G.Kane-a 1st App Iron Fist	45.00	60.00
16-24	12.00	16.00
25 J.Byrne-a	18.00	25.00
26-27	1.50	5.00
28 Legion of Monsters App: Ghost Rider, Man-Thing, Morbius and Werewolf	15.00	15.00
29-30	1.75	2.00
31 1st App Woodgod	1.75	2.00
32-34	1.75	2.00
35 1st App: 3-D Man	1.75	2.00
36-45	1.75	2.00
47 J.Byrne-a 1st App: new Ant Man	1.75	2.00
48-49	1.75	2.00
50 1st App: Alice Cooper	1.75	2.00
51-56	1.75	2.00
57 Dr. Who App	2.00	3.50
58-60	1.75	2.00

MARVEL PRESENTS
Marvel
(1975-1977)

1 B.McLoed-a 1st App: Bloodstone	3.00	6.00
2	3.00	4.50
3 A.Milgrom-a Guardians of the Galaxy App	10.00	25.00
4-7	8.00	17.00
8	7.00	15.00
9-12	6.00	17.00

MARVEL PREVIEW
Marvel
(1975-1980)

1 N.Adams-a	2.00	4.00
2 Origin of The Punisher	75.00	90.00
3 Blade the Vampire Slayer App	2.00	4.00
4-7	2.00	4.00
8 Morbius App	9.00	12.00
9-20	2.00	3.00
21	5.00	5.00
22-24	2.00	2.00

MARVEL SPOTLIGHT
Marvel
(1971-1977)

1 W.Wood-a Origin Red Wolf	24.00	35.00
2 N.Adams,M.Ploog-a 1st App: Werewolf by Night	27.00	50.00
3-4	15.00	20.00
5 1st App: 2nd Ghost Rider	75.00	100.00
6-8	40.00	90.00
9-10	25.00	45.00
11	35.00	45.00
12 Son of Satan App	12.00	40.00
13-21	5.00	9.00
22	10.00	20.00
23	5.00	9.00
24	5.00	10.00
25-27	2.50	3.50
28-29	8.00	12.00
1st Solo Moon Knight		
30-31	2.00	3.50
32	4.00	7.00
1st App: Spider-Woman		
33	4.00	7.00
1st App: Devil-Slayer, Deathlock App		
2nd series (1979-1981)		
1-11	1.00	1.00

MARVEL SUPER-HERO CONTEST OF CHAMPIONS
Marvel
(1982)

1-3	6.00T	10.00

MARVEL SUPER-HEROES
Marvel
(1967-1982)

12 G.Colan-a 1st App. of Marvel's Capt. Marvel	90.00	135.00
13 G.Colan-a	45.00	80.00
14	75.00	100.00
15-17	12.00	17.00
18	50.00	75.00
1st App. of Guardians of the Galaxy		
19-20	12.00	17.00
2nd Series (1990-Present)		
1 R.Lim-a	4.00	4.00
2-3	3.00	3.00
4-10	3.50	3.50
11	2.50	3.00
12	2.50	2.50
13	2.75	2.75

MARVEL SUPER-HEROES SECRET WARS
Marvel
(1984-1985)

1	3.00	5.00
2-6	2.00	3.00
7	3.00	5.00
1st App. new Spider Woman		
8	9.50	15.00
Spidey gets black suit which becomes Venom		
9-10	3.00	4.00
11-12	3.00	3.00

MARVEL TEAM-UP
Marvel
(1972-1985)

1	45.00	80.00
2	24.00	30.00
3	35.00	50.00
4	25.00	40.00
X-Men: Morbius		
5-12	10.00	15.00
13-[illegible]	8.00	10.00



Ghost Rider App	12.00	20.00
20	8.00	10.00
25	4.00	7.00
38	4.00	6.00
45	2.50	5.00
Deathlok App	5.00	10.00
50	2.50	4.00
52,54	2.50	4.00
Falk and X-Men App	10.00	13.00
Warlock App	6.00	8.00
57	2.50	4.00
Ghost Rider App	5.00	6.00
60	2.50	4.00
64	2.50	4.00
1st USA App: Captain Britain	4.00	5.00
1st App: Arcade	1.25	4.00
86	1.25	4.00
Havok App	1.25	4.00
[illegible]	1.25	3.50
[illegible]	1.25	3.50
78	1.25	3.50
95	1.25	3.50
[illegible]	1.25	3.50
Guardians of the Galaxy App	1.25	3.50
98	1.25	3.50
[illegible]	1.25	3.50
Nightcrawler App	1.25	3.50
Ghost Rider App	3.00	5.00
89	1.25	2.50
[illegible]	8.00	8.00
1 App: Karma, FF App., X-Men x-over	2.00	2.00
116	10.00	13.00
Wolverine App	2.00	2.00
Professor X and Wolverine App	2.00	2.00
134	2.00	3.00
Lily Pryce App	2.00	3.00
140	2.00	3.00
148	3.00	4.00
Cannonball App	2.00	3.00
X-Men App	4.00	6.00
[illegible] 1	10.00	7.00
[illegible] 2-7	3.50	3.50

MARVEL TWO-IN-ONE
Marvel
(1974-1983)

Kane-a	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	16.00	[illegible]
[illegible]ians of the Galaxy	13.00	[illegible]
[illegible]	7.00	[illegible]
[illegible]	7.00	10.00
1st Rider App	6.00	[illegible]
[illegible]thok App	5.00	[illegible]
[illegible]	2.00	4.00
Byrne-a	2.00	4.00
[illegible]	2.00	2.00
[illegible]	1.00	1.00
1st Nick Fury, Ms. Marvel App	3.00	4.00
Byrne-a	2.00	3.00
Byrne-a	8.00	17.00
th of Deathlok	1.50	1.50
[illegible]	1.50	1.50
[illegible]	1.50	1.50
[illegible]	1.00	1.00
[illegible]rdians of the Galaxy App	1.50	1.50
[illegible]	1.50	1.50
App: Maelstrom	[illegible]	[illegible]
[illegible]	1.50	1.50
80	4.00	5.00
Ghost Rider App	[illegible]	[illegible]
81,82	1.50	1.50
83,84	2.00	2.00
85-99	1.50	1.50
100	2.00	2.00
Annual 1	2.50	2.50
Annual 2: J.Starlin-a Death of Warlock	20.00	27.50
Annual 3-4	2.00	2.00
Annual 5	1.25	1.25



MARVEL X-MEN COLLECTION
BY JIM LEE
Marvel
(1993-Present)

1	3.00	3.50
2	3.00	3.00

MARVELS
Marvel
(1993-Present)

1 A.Ross-a,K.Busek-w Painted art with acetate cover to show the full cover without obstruction	10.00T	12.00T
2	9.50T	10.00
3	6.00	7.50T
4	5.95	5.95

MASK, THE
Dark Horse
(1992)

0	6.00	6.00
1	11.00	15.00
2	7.00	10.00
3-4	4.00	6.00
Limited Series, Mask Returns (1993)		
1	4.00	7.00T
2-4	2.25	4.00T

MASTER OF KUNG-FU
Marvel
(1974-1983)

15 1st App: Shang-Chi	25.00	34.00
16	24.00	25.00
17 J.Starlin-a	15.00	20.00
18-20	9.00	12.00
21-23	5.00	7.00
24 J.Starlin-a	6.00	12.00
25-30	5.00	7.00
31-50	3.00	4.00
51-99	2.50	3.00
100	4.00	4.00
101-125	2.00	2.00
Annual 1	5.00	5.00

MAXX, THE
Image
(1993-Present)

1/2	6.00	9.00
Special mail offer		
1 S.Keith-a/w	2.00	8.00
1 Glow in dark cover ed	15.00	35.00T
2	2.50T	3.00T

1-4 1.95 3.50
1.95 1.95

MEGATON
Megaton Pub
(1983-1987)

1 Vanguard App	8.00	12.00
2 Cameo App: Savage Dragon	5.00	30.00
3 1st App: Savage Dragon	12.00	35.00
4 Savage Dragon App	5.00	25.00
5	3.50	3.50
6-8	2.00	2.00

MELTING POT
Kitchen Sink
(1993-Present)

1-2 S.Bisley,K.Eastman-a	2.95	4.00
3	2.95	2.95

MEPHISTO VERSUS
Marvel
(1987)

1	2.00	3.00
2-4	1.75	2.00

MERMAID FOREST
Viz Comics
(1993-Present)

1-4	2.75	2.75

METAL MEN
DC Comics
(1963-1978)

1	225.00	250.00
2	60.00	100.00
3-5	50.00	60.00
6-10	20.00	40.00
11-20	20.00	30.00
21-26	10.00	18.00
27 Origin of Meta Men	25.00	45.00
28-30	10.00	17.00
31-41	10.00	15.00
42-56	3.00	7.50
Limited Series (1993-1994)		
1 D.Jurgens-a,M.Carlin-w	2.50	3.00
2-4	1.25	1.25

METAMORPHO
DC Comics
(1965-1968)

1	65.00	70.00
2-3	20.00	35.00
4-6	10.00	20.00
7-9	16.00	23.00
10	12.00	22.00
11-12	12.50	16.00
13-17	10.00	12.50
Limited Series (1993)		
1-4 G.Nolan-a,M.Wadw	1.50	2.00

MIDNIGHT SONS UNLIMITED
Marvel
(1993-Present)

1-4	3.95	4.50

MIGHTY MANGOR
Malibu
(1993-Present)

1	2.00	4.00
2-6	2.50	3.00

MISTER MIRACLE
DC Comics
(1971-1978)

1 Kirby-a/w	15.00	20.00
2-3	8.00	10.00
4-9	7.50	7.50
10-18	5.00	5.00
19-25	3.00	4.00
Special 1	1.75	1.75
2nd Series (1989-1991)		
1-21	1.00	2.00T

22 J Phillips-a 1.00
1st App new Mister Miracle
23-28 J Phillips-a 1.00

MR. MONSTER
Dark Horse
(1988-1991)

1-7 2.00
8 2.00

MR. MONSTER
Eclipse
(1988)

1 5.00
2 3.00
3-10 2.00

MOBILE SUIT GUNDAM 0080
Viz Comics
(1993-Present)

1 4.95
2-6 4.95

MOEBIUS: STEL
Marvel
(1994)

GN 1-8 12.95



MONSTER MENACE
Marvel
(1993-Present)

1-3 1.25

MOON KNIGHT
Marvel
(1980-1984)

1 3.00
2-34 1.50
35 1.50
X-Men App
36-38 1.50
2nd Series (1989-Present)
1 4.00
2-3 2.00
4 2.00
1st App new Moon Knight
5-7 2.00
8 4.00
9 5.00
Punisher App
10-49 2.00
50-54 1.75
55 S Platt-a 5.00

56 S Platt-a 4.00 10.00
57 3.00 6.00
58 1.75 3.00
59-60 1.75 1.75

MORBIUS THE LIVING VAMPIRE
Marvel
(1992-Present)

1 3.00 4.25
2-4 2.50 4.00
5-8 1.75 2.50
9-22 1.75 1.75

MOTORHEAD SPECIAL
Dark Horse
(1994)

1 3.95 3.95

MY GREATEST ADVENTURE
DC Comics
(1955-1964)

1 575.00 575.00
2 250.00 250.00
3-5 175.00 175.00
6-10 125.00 125.00
11-15 85.00 85.00
16-18 100.00 100.00
19 85.00 85.00
20-21 100.00 100.00
22-27 55.00 55.00
28 100.00 100.00
29-30 50.00 50.00
31-40 40.00 40.00
41-50 27.00 27.00
51-57 25.00 25.00
58 30.00 3.00
59 25.00 25.00
58 30.00 30.00
62-79 15.00 15.00
80 225.00 225.00
1st App of Doom Patrol; Elasti-Girl
Negative Man and Robotman
81-85 85.00 85.00

MYSTERY PLAY
DC Comics
(1994-Present)

HC J Muth-a,G Morrison-w 19.95 19.95

NAMOR THE SUB-MARINER
Marvel
(1990-Present)

1 J Byrne-a/w starts 4.00 10.00
2 3.00 6.00
3-5 2.00 3.00
6-7 1.50 2.00
8 1.50 2.00
Iron Fist back from the dead
9-11 1.50 2.00
12 2.00 2.00
13-22 1.00 2.00
23-25 J Byrne-a ends 1.50 2.00
26 Jae Lee-a starts 4.00 18.00
27-28 4.00 8.00
29-30 2.00 5.00
31-36 2.00 3.00
37 2.00 5.00
38-39 Jae Lee-a ends 1.50 3.00
40-49 1.25 1.25
50 1.75 1.75
50 Special ed 2.95 4.00
51-52 1.50 1.50
Annual 1 2.00 2.00
Annual 2 2.50 2.50

NECROSCOPE II
Malibu
(1993-Present)

1-2 2.95 3.50
3 2.95 2.95

NEGATIVE BURN
Caliber
(1993-Present)

1-3 2.50 3.00
4-10 3.00 3.00

NEW ADVENTURES OF SPEED RACER
Now Comics
(1993-Present)

0 3.50 4.00
1 1.95 2.50
2-3 1.95 1.95

NEW GODS
DC Comics
(1971-1978)

1 J Kirby-a/w in all 20.00 25.00

1st App New Gods
2 14.00 15.00
3 12.00 15.00
1st App Black Racer
4-8 9.00 10.00
9 9.00 10.00
1st App Bug
10-11 7.00 7.00
12-19 1.00 1.00
2nd series (1984-1989)
1 P.Cuffins-a 2.00 2.00
2-28 1.50 1.50
Reprint series
1-5 2.00 2.00
6 2.00 2.00
New story by Kirby

NEW MUTANTS
Marvel
(1983-1991)

1 M Gustovich & B McLeod-a 5.00 7.00
Cannonball, Karma, Mirage, Sunspot and
Wolfbane start
2-3 3.00 4.00
4-9 2.00 3.00
10 2.00 3.00
1st App Magma
11-15 2.00 3.00
16 2.00 3.00
1st App Warpath
17 2.00 3.00
18 B Sienkewicz-a 3.00 6.00
1st App new Warlock
19-20 B Sienkewicz-a 2.00 3.00
21 B Sienkewicz-a 4.50 6.00
1-28 2.00 2.50
29 2.00 2.50
1st App Guido (Strong Guy)
30-51 2.00 2.50
52-58 1.50 3.00
59 4.00 5.00
Fall of The Mutants story line
60-62 1.00 3.00
63 3.00 4.00
X-Men App
64-67 1.50 2.00
68 1.50 2.00
1st App Spyder
69-72 1.50 2.00
73 1.50 2.50
74 1.50 2.00
75 J Byrne-a 1.50 3.00
76 1.50 3.00
X-Factor App
77-80 1.50 3.00
81 1.50 2.00
82-84 1.50 3.00
85 R L efeld-a starts 1.50 4.00
86 10.00 15.00
Cable cameo App; McFarlane cover
87 30.00 40.00
1st App Cable
87 2nd print 2.00 2.00
88 15.00 28.00
89 13.00 20.00
90 10.00 14.00
New costumes
91 10.00 13.00
92 4.00 10.00
93 12.00 17.00
Wolverine App
94-95 9.00 15.00
95 2nd print 3.00 4.00
96 8.00 13.00
97 8.00 15.00
98 9.00 22.00
1st App Deadpool; Domino and Gideon
99 7.00 12.00
100 R Lefeld-a ends 7.00 10.00
1st App Feral
100 2nd print 2.00 6.00
100 3rd print 2.00 3.50
Annual 1 4.00 4.00
Annual 2 3.00 3.00
Annual 3 2.00 2.00
Annual 4 3.00 3.00
Annual 5 J Bogdanove,M Bagley-a 6.75 13.00
1st Lefeld art on New Mutants
Annual 6 2.00 5.00
1st App Shatterstar
Annual 7 4.00 8.00
Special 1 5.00 5.00
Summer Spec 1 3.00 3.00

NEW TEEN TITANS
DC Comics
(1980-1988)

1 G.Perez-a M.Wolfman-a in all 7.00 10.00
Cyborg, Changeling, Kid Flash, Robin

Starfire, Raven, and Wonder Girl begin
2 12.00 20.00
1st App Deathstroke
3-9 3.00 5.00
10 6.00 8.00
Deathstroke App
11-12 4.00 6.00
13 2.00 2.00
Postman of Doom Patrol brought back
14 2.00 2.00
15 1.50 4.00
1st App new Brotherhood of Evil
16-20 2.00 2.00
21 1.50 1.50
1st App Brother Blood
22 1.50 1.50
23 1.50 1.50
1st App Blackfire and Vigilante
24 1.50 1.50
1st App Terra
25 1.50 1.50
26 1.50 1.50
Terra joins
31-33 1.00 1.00
34 4.00 4.00
Deathstroke App
35-38 1.00 2.00
39 2 OCT 5.00
1st Dick Grayson as Robin
40 1.50 2.00
41 1.50 1.50
Becomes Tales Of The Teen Titans
42-43 6.00 8.00
Lias Contract part 1 and 2
44 8.00 10.00
Robin becomes Nightwing, Jericho joins
45 1.00 1.50
46 1.00 1.50
Kalulad and Aquagirl join
47-52 1.00 1.50
1st App Azreal
54-91 1.00 1.50
Annual 1 1.50 1.50
Annual 2 1.75 1.75
Annual 3 1.25 1.50
Lilad Contract part 4, death of Terra
Annual 4-5 1.25 1.25
2nd series (1984-1988)
1 Perez-a 3.00 3.00
2-3 G.Perez-a 2.50 2.50
4-6 G.Perez-a 2.00 2.00
7 J.Lopez-a 2.00 2.00
8 Lopez-a 2.00 2.00
1st App Kole
9 Lopez-a 2.00 2.00
Kole joins
10 J.Lopez-a 2.00 6.00
11-12 J.Lopez-a 1.50 1.50
13-14 E Barreto-a 1.50 1.50
15-19 G.Perez-a 2.00 2.00
Ryan (Jason Todd) joins
20-21 G.Perez-a 1.50 2.00
22-49 1.50 2.00
Annual 1 2.00 2.00
1st App Vangard
Annual 2 2.00 2.00
Annual 3 2.00 2.00
1st App Danny Chase
Annual 4 2.00 2.00

NEW TITANS
DC Comics
(1988-Present)

Formerly New Teen Titans 1-49 (2nd)
50 G.Perez-a 4.00 4.00
51-59 G.Perez-a 2.00 4.00
60 G.Perez-a 4.00 6.00
A Lonely Place of Dying part 2 story line,
1st Drake App
61 G.Perez-a 3.00 3.00
Lonely Place part 4
62-64 T.Grummett-a 4.00 4.00
65 T.Grummett-a 4.00 4.00
Ryan App (Tim Drake)
66-67 3.00 3.00
68 3.00 3.00
1st App Pantha
69 T.Grummett-a 3.00 3.00
70-89 2.00 2.50
90 T.Grummett-a 3.50 4.00
91-111 1.75 1.75
Annual 5-8 3.00 3.00

NEW WARRIORS
Marvel
(1990-Present)

1 M Bagley-a starts 15.00 17.00

Firestar, Marvel Boy, Namor(a), Night Thrasher,
Nova, and Speedball begin
1 2nd print 1.00 3.00
2 10.00 12.00
3 7.00 8.00
4-5 6.00 8.00
6-7 4.00 8.00
8-9 4.50 8.00
10 3.00 4.00
11-14 2.50 4.00
15-17 1.50 2.00
18-22 1.50 2.00
23 M.Bagley-a ends 1.50 2.00
Darkhawk and Rage join
24 1.50 2.00
25 M Bagley-a 2.50 5.00
26-27 1.50 2.00



28 D Robertson-a starts 1.50 2.00
1st App Turbo and Cardinal
29-30 1.50 2.00
31 1.50 2.00
Cannonball and Warpath App
32-35 1.50 2.00
36-40 1.25 1.25
40 Gold foil 2.25 2.25
41-46 1.25 1.25
47 1.50 1.50
Annual 1 M.Bagley-a 4.00 5.00
Annual 2-3 2.50 2.50
Annual 4 2.95 2.95

NEWMEN
Image
(1994-Present)

1-2 1.95 1.95

NEXT TIME
Dark Horse
(1992-Present)

0 J Byrne-a/w all 6.00 10.00
1 5.00 16.00
1 2nd print 3.50 4.00
2 4.00 9.00
3-4 4.00 7.50
5-6 2.50 5.00
7-18 3.00 5.00
19 2.50 3.00
Faith story line begins
20-21 2.50 3.00
22 2.50 2.50
23 2.50 2.50
Power story line begins
24 2.50 2.50

NEXUS
Capitol
(1981)

1 S Rude-a,M Baron-w 20.00 50.00
1st App Nexus
2 10.00 40.00
3 6.00 25.00
Air Magazine size, B&W
2nd Series, First (1981-1991)
1 S Rude-a,M Baron-w 4.00 6.00
1st time in color

2 S Rude-a,M Baron-w 2.00 4.00
3-5 S Rude-a,M Baron-w 2.00 2.00
6-73 1.50 2.00

NEXUS
Dark Horse
(1993-Present)

TPB Book 1 14.95 14.95
TPB Book 2 14.95 14.95
Limited Series, Allen Justice (1992-1993)
1-3 S Rude-a,M.Baron-w 2.95 3.50
Limited Series, The Liberator (1992)
1-4 2.50 3.00

NICK FURY, AGENT OF SHIELD
Marvel
(1968-1969)

1 J.Steranko-a 30.00 35.00
2-4 18.00 20.00
5 J.Steranko-a 23.00 24.00
6-7 10.50 11.00
8-11 5.75 6.00
12 7.50 8.00
13 5.50 6.00
1st App Super-Patriot
14 2.00 3.50
15 18.00 20.00
2nd series (1992-1993)
1-2 1.50 2.00
3-28 1.00 1.50
27-29 1.50 2.00
30-31 1.00 1.50
32-47 1.50 1.75
Limited Series, Nick Fury Vs Shield, (1988)
1 3.00 7.00
2 3.00 8.00
3-6 3.75 6.00

NIGHT MAN
Malibu
(1993-Present)

1 3.00 5.00
2 2.00 2.50
3-7 1.95 1.95

NIGHT THRASHER
Marvel
(1993-Present)

1-3 2.00 3.00
4-9 1.75 1.75
10-11 1.95 1.95
Limited Series, Four Control (1992-1993)
1 2.00 2.75
2-4 1.75 2.00

NIGHT WALKER
Fleetway/Quality
(1993-Present)

1 2.95 2.95

NIGHTCRAWLER
Marvel
(1985-1986)

1 D Cockrum-a 2.50 4.00
2-4 2.00 4.00

NIGHTSTALKERS
Marvel
(1992-Present)

1 3.00 3.50
2-7 2.00 2.75
8-18 1.75 1.75

NIGHTWATCH
Marvel
(1994-Present)

1-2 1.50 1.50

NINJAK
Valiant
(1993-Present)

1 J Quesada-a 4.00 5.00
2 2.25 4.00
3-4 2.25 2.25

NOMAD
Marvel
(1992-Present)

1	2.00	4.00
2-5	1.75	2.00
6-17	1.50	1.75
18-25	1.75	1.75
Limited Series (1990-1991)		
1	2.00	2.50
2-4	1.75	2.00

NORTHSTAR
Marvel
(1994-Present)

1-2	1.75	1.75

NOVA
Marvel
(1976-1979)

1	6.50	12.00
1st App Nova		
2-11	3.00	4.00
12	4.00	4.50
13-25	1.50	2.00
2nd Series (1993-Present)		
1 F.Nicieza-w	2.25	2.25
1 Direct ed	2.95	3.50
2-4	1.75	1.75
5-6	1.95	1.95

OFFERINGS
Cry For Dawn
(1993-Present)

1-3	2.50	2.50

OMAC
DC Comics
(1991)

1 J.Byrne-a/w	4.50	5.00
2-4	2.50	3.00

OMEGA MEN
DC Comics
(1982-1986)

1 K.Giffen-a	1.50	1.75
2 K.Giffen-a	0.50	1.00
3	5.00	11.00
1st App Lobo		
4 K.Giffen-a	0.50	1.00
5 K.Giffen-a	5.00	6.50
Lobo App		
6-8	0.50	1.00
9	4.00	5.00
Lobo App		
10	7.00	10.00
Lobo App		
11-18	0.50	1.00
19	1.00	1.50
20	5.00	9.00
Lobo App		
21-29	0.50	1.00
30	0.50	1.00
1st App new Primus		
31-36	0.50	1.00
37	2.50	3.00
1st solo Lobo story in a back-up		
38	0.50	1.00
Annual 1	1.00	1.50
Annual 2	1.00	1.50

OUT OF THE VORTEX
Dark Horse
(1993-Present)

1-7	2.00	2.00

OUTSIDERS, THE
DC Comics
(1985-1988)

1 26 J.Aparo-a,M.W.Barr-w	1.00	1.50
Annual 1	2.00	2.00
2nd Series (1993-Present)		
1 Alpha	1.75	1.75
1	1.75	1.75
Omega: different cover and story in half		
2-7	1.75	1.75

PACIFIC PRESENTS
Pacific Comics
(1982-1983)

1	7.50	12.00
Rorkeleer App		
2	3.00	5.00
3-4	2.50	2.50

PACT
Image
(1994-Present)

1	1.95	1.95

PENG
Lightning
(1993-Present)

1	4.00	5.00
1 Platinum ed.	3.50	4.00
2-3	1.75	4.00
4-7	2.95	2.95
4 Platinum ed	2.95	2.95

PHANTOM FORCE
Genesis West
(1993-Present)

0	2.50	2.50
1-2	2.50	2.50
Published by Image		



PHANTOM STRANGER
DC Comics
(1969-1976)

2nd Series		
1 N.Adams-a	40.00	80.00
2-3	15.00	15.00
4	16.00	16.00
5-7	10.00	10.00
8-14 J.Aparo-a	7.00	7.00
15-19	5.00	5.00
20-41	3.00	3.00
Limited Series (1987-1988)		
1-4	1.25	1.25

PINHEAD
Marvel
(1993-Present)

1	2.95	3.50
2-3	2.50	3.00
4-6	2.50	2.50

PITT
Image
(1993-Present)

1 D.Keown-a	3.00	12.00
2	3.00	4.00
3-4	1.95	1.95

POWER AND GLORY
Malibu
(1994-Present)

1-3 H.Chaykin-s/w	2.50	2.50
1A Special bonus ed	2.50	2.50

POWER MAN AND IRON FIST
Marvel
(1972-1986)

Formerly Hero for Hire 1-16		
Formerly Powerman 17-66		
1	34.00	35.00
1st App Luke Cage		
2-5	14.00	16.00
6-10	6.50	7.50
11-16	5.50	6.50
17	12.00	20.00
18-20	7.50	7.50
21-31	3.00	3.00
32-40	3.50	3.50
41	3.50	3.50
1st App Thunderbolt		
42-50	3.50	3.50
51-56	1.75	1.75
57	2.50	2.50
X-Men App		
58-60	1.75	1.75
61-85	1.25	1.25
86	10.00	15.00
2nd Sabretooth App		
87	1.25	1.25
88-77	1.25	1.25
78	5.00	15.00
Sabretooth App		
79-83	1.25	1.25
84	6.00	12.00
Sabretooth App		
85-124	1.25	1.25
125	2.50	2.50
Annual 1	1.50	4.50

PREDATOR
Dark Horse
(1989-1990)

1	17.00	30.00
1 2nd print	7.50	7.50
1 3rd print	4.00	4.00
2	6.00	15.00
2 2nd print	3.00	3.00
3	6.00	9.00
4	5.00	7.50
Limited Series, Predator II (1991)		
1	4.00	4.00
2	3.00	3.00
Limited Series, Predator: Big Game (1991)		
1	3.00	4.50
2-4	2.50	3.25
Limited Series, Predator: Bloody Sands of Time (1992)		
1-2	3.00	4.00
Limited Series, Predator: Cold War (1993)		
1-4	2.50	3.00
Limited Series, Predator: Race War (1993)		
1-4	3.00	4.00
Limited Series, Predator Vs. Magnus (1992)		
1	3.75	9.00
1 Platinum	35.00	65.00
2	3.00	5.00

PREDATOR: RAH BOOK
Dark Horse
(1993-Present)

1	2.50	4.00
2	2.50	2.50

PRIMA
Malibu
(1993-Present)

1 N.Breyfogle-a,L.Strazewski-w	4.00	7.00
1 Hologram ed.	25.00	45.00
2 No Card	3.00	4.00
2 With Card	8.00	15.00
3	2.00	1.50
4	1.95	2.50
5	3.00	4.00
6	1.95	2.50
7-10	1.95	1.95

PRIMER
Comico
(1982-1984)

1	4.50	4.50
2	25.00	100.00
Grendel App		
4	5.00	6.50
5	4.00	4.00
5 Ki Rieth-a	10.00	30.00
1st App of the Maxx		

PROJECT A-KO
Malibu
(1994-Present)

1-2	2.95	2.95

PROPELLER MAN
Dark Horse
(1993-Present)

1	2.95	2.95

PROPHET
Image
(1993-Present)

1	2.50	4.00
2	1.95	4.00
3	1.95	1.95
4 Platt-a cover	1.95	3.50

PROTECTORS
Malibu
(1993-Present)

1	4.00	4.00
2	3.50	3.50
3	2.50	2.50
Direct ed	2.95	2.95
4	2.50	2.50
5	2.25	2.25
6	2.50	2.50

PROTOTYPE
Malibu
(1993-Present)

1	2.50	3.00
Special ed	4.25	4.25
2	1.95	1.95
3 Robinson-a	1.95	1.95
Jason LStrazewski-w, Strangers App		
4	1.95	1.95

PUMPKINHEAD
Dark Horse
(1993-Present)

1	2.50	2.50

PUNISHER
Marvel
(1987-Present)

1	9.00	25.00
1 2nd print	7.50	12.00
1 3rd print	6.00	9.00
2	7.00	10.00
3	6.75	9.00
4	6.00	8.00
5 Portaco-a starts	7.50	12.00
6 Pearce	8.25	12.00
7 Kneidel App	15.00	25.00
8	6.00	10.00
9,10,15	6.00	7.50
11,12	4.00	4.50
13,14 JW Portaco-a ends	3.25	4.50
16	3.25	4.50
17,18,20	2.00	3.50
19 1st App Shadowmasters	2.00	3.50
21	2.00	3.50
22,23,24,25,26	1.50	2.50
27,28,29,30	1.50	1.50
31	1.50	2.50
32	1.25	1.25
33	1.25	4.50
34	1.25	2.00
35	1.25	1.50
36	1.25	3.50
37	1.25	2.50
38	1.25	1.75
39	1.25	1.50
40	1.25	1.50
41	3.00	3.00
42,43,44,45	1.25	1.25
46	1.25	4.00
47	2.95	3.50
48	1.25	1.25
Annual 1	2.50	2.50
Annual 2	5.00	7.50
Annual 3-5	2.50	2.50
Annual 6	2.95	2.95
And Wolverine African Saga	6.50	6.50
Back to School	3.50	3.50
Blood Lines	5.25	5.25
Gulf War	5.25	5.25
Holiday Special	2.95	2.95
Movie Spec.	6.50	6.50
No Escape	6.00	6.00
Summer Spec. 1	3.50	3.50
Summer Spec. 2	3.00	3.00
Summer Special, 1994	2.95	2.95
The Prize	5.00	5.00
Limited Series (1986)		
1 W.Zeck-a in all	25.00	55.00
	15.00	26.00
	9.00	16.00
	7.50	10.00
Limited Series, Punisher and Captain America Blood And Glory (1992)		
1-3	5.00	6.00
Limited Series, P.O.V. (1991)		
1-2 B.Wrightson-a	5.00	5.00
3-4	4.00	5.00

PUNISHER 2099
Marvel
(1993-Present)

1	1.75	6.00
2	1.00	
3-9	1.25	1.50
10-16	1.25	1.25

PUNISHER ARMORY
Marvel
(1990-Present)

1	4.00	7.50
2	2.00	3.00
3	1.50	3.00
4	1.50	1.50
5-9	1.00	1.00

PUNISHER WAR JOURNAL
Marvel
(1988-Present)

1 Jim Lee-a starts	10.00	20.00
2	9.00	14.00
3-4	7.00	10.00
5	7.50	10.00
6 Wolverine App	13.50	19.00
7	7.00	10.00
8-10	4.00	7.50
11	3.50	4.50
12	4.50	7.00
13	3.50	4.50
14-16	1.75	3.00
17-19 Jim Lee-a ends	3.50	4.50
20-22	3.00	3.00
23-28	2.00	2.00
29-30	1.50	3.50
31-47	2.00	2.00
48	2.00	16.00
New Punisher ?		
49	2.00	2.00
50	3.00	3.00
51-55	2.00	2.00
56-60	1.75	1.75
61	2.95	3.50
62-63	1.75	1.75
64	2.25	2.25
64 Special cover	2.95	2.95
65	1.75	1.75

PUNISHER WAR ZONE
Marvel
(1992-Present)

1	3.00	5.00
2-15	2.50	3.00
16-22	1.75	1.75
23	3.50	3.50
24-25	2.25	2.25
26-27	1.75	1.75
28	1.95	1.95
Annual 1	2.95	3.50

Q-LIST
Harris
(1993-Present)

1	3.50	5.00

QUASAR
Marvel
(1989-Present)

1	1.50	2.25
2-5	1.50	1.75
6	1.50	2.25
Venom cameo		
7	1.50	2.00
8-10	1.25	2.00
11	1.25	2.00
Excalibur x-over		
12-15	1.25	2.00
16	1.50	2.00
17	1.50	2.00
18-24	1.25	2.00
25	1.50	2.00
26	1.50	2.00
27-49	1.25	2.00
50	2.25	3.50
51-56	1.25	1.25

RACK AND RAIN
Dark Horse
(1994-Present)

1-3	2.50	2.50

RADIOACTIVE MAN
Bongo Comics
(1993-Present)

1	3.50	4.50
2	1.95	1.95



RAGMAN
DC Comics
(1976-1977)

1	3.25	6.00
2-5	1.50	3.00
Limited Series (1991-1992)		
1	3.25	3.75
2-5	1.75	1.75
6-6	1.50	1.50
Limited Series, Cry Of The Dead (1993-1994)		
1-6	1.75	1.75

RAI & THE FUTURE FORCE
Valiant
(1992-Present)

Formerly Rai 1-8		
0	13.00	30.00
1st App new Rai and Bloodshot		
1	18.00	30.00
2	10.00	30.00
3-4	25.00	50.00
5	5.00	25.00
6	4.00	8.00
7 Death of Ra	5.00	8.00
8	4.00	11.00
9	2.00	3.00
9 Gold ed	25.00	35.00
10	1.75	3.00
11	2.25	3.00
12-15	2.25	2.75
16-22	2.25	2.25
TPB	11.95	11.95

RAVAGE 2099
Marvel
(1992-Present)

1	1.50	4.00
2-8	1.00	1.25
9-18	1.25	1.25
19	1.50	1.50

RAY, THE
DC Comics
(1992)

1-2	1.75	1.75
1 Collectors ed	2.95	2.95
Limited Series		

1 J.Quesada-a 5.00 8.00
Intl. App. new Ray
2-4 2.00 5.00
5-8 2.00 6.00†
TPB 9.95 9.95

RAY BRADBURY COMICS
Topps Comics
(1993)

1 3.00 3.00
Chronicles 20.00 20.00
Special 1 The Illustrated Man 2.95 2.95
Special Tales of Horror 1 2.50 2.50

REN & STIMPY
Marvel
(1992-Present)

1 Bagged 15.00 35.00
1 2nd print 2.00 3.00
1 3rd print 1.75 1.75
2 9.00 20.00
2 2nd print 1.75 1.75
3 6.00 12.00
4 4.00 10.00
5 2.00 7.00
6 2.00 7.50
7-13 2.00 3.00
14-16 1.75 2.00
17 1.75 1.75
18-19 1.95 1.95
Powder Toast Man 2.95 2.95

RIP HUNTER TIME MASTER
DC Comics
(1961-1965)

1 300.00 300.00
2 150.00 150.00
3-5 85.00 85.00
6-7 65.00 65.00
8-15 40.00 40.00
16-20 35.00 35.00
21-25 25.00 25.00

ROBIN
DC Comics
(1993-Present)

1 T.Grummet-a;C.Dickson-w 1.95 2.50
Tame in own series
Variant ed 2.95 3.50
1 1.50 3.00
1 1.50 1.50
TPB Tragedy and Triumph 9.95 9.95
Limited Series (1991)
1 T.Lyle-a 5.00 7.00
1 2nd print 2.25 2.25
1 3rd print 1.25 1.25
2 2.75 2.75
2 2nd print 1.00 1.00
3 1.25 2.00
4-5 1.25 1.75
Annual 1 3.00 3.00
Limited Series Jokers Wild (1991)
1 T.Chaney cover 1.50 1.50
2 1.50 1.50
3 1.50 1.50
4 1.50 1.50
Collectors Edition, multiple covers for each
1-4 Sealed ed 45.00 45.00
Limited Series, Cry of the Huntress (1992)
1-6 T.Lyle-a 1.00 1.00
1 Direct ed 2.25 3.00
2-6 2.25 2.25
Limited Series, Robin 3000 (1993)
1-2 P.C Russell-a 6.00 6.00

ROBOCOP
Marvel
(1990-1992)

1 4.00 7.50
2 2.50 5.50
3-6 2.50 3.00
7-10 2.00 2.25
11-20 1.75 2.00
21-23 1.75 1.75
Limited Series, RoboCop 2 (1990)
1 M.Bagley-a 3.25 3.25
2-3 1.25 1.25

HERO FACT FILE

PRIMER
#2

Publisher: Comico
Issue No.: #2
Writer: Various
Artist: Various
Inker: Various
Cover Price: $1.50
Current Low Price: $25.00
Current High Price: $100.00



H.I. PICK

Crossing over with Batman really helped to make the already-popular Grendel even *more* popular. This book has great potential; in addition to the debut of Grendel, *Primer*'s a tough book to find.

Overview: The first appearance of Matt Wagner's Grendel. Startling primitive compared to the stuff now.

HERO RATING:
★★★★

DEALER PICK

"Tough to get around here, and once you do then what? ... Pretty hard to find. The character is getting a lot more exposure now that Grendel has teamed up with Batman ... The demand for this has gone up. I had one for about a day, even though it was higher priced than some.

HERO CONTEST #218

For a chance to win this way-out cool book, identify all the people who have taken the name Grendel.

ROBOCOP
Dark Horse
(1992-1993)

1-3 3.25 3.25
TPB 13.95 13.95
Limited Series, RoboCop 3 (1993)
1-3 2.50 3.00
Limited Series, Robocop Mortal Coils, (1993-1994)
1-4 2.50 3.00
Limited Series, RoboCop Vs Terminator (1992)
1 2.50 4.00
1 Platinum ed 45.00 50.00
2 2.00 2.50
3-4 1.90 2.50

ROBOCOP ROULETTE
Dark Horse
(1993-Present)

1-4 2.50 2.50

ROCK-IT COMIX
Malibu
(1993-Present)

Black Sabbath 2.95 2.95
Lita Ford 3.95 3.95
Lita Ford Gold ed. 9.95 9.95
Metallica 1.95 1.95
Metallica Bagged 3.95 3.95
Ozzy Osbourne 3.95 3.95
Ozzy Osbourne Gold ed. 9.95 9.95

ROCKO'S MODERN LIFE
Marvel
(1994-Present)

1 1.95 1.95

ROCKETEER ADVENTURE MAGAZINE
Comico
(1988-1989)

1 5.00 10.00
Dave Stevens art in all
2 3.50 10.00

ROGAN GOSH
DC Comics
(1994)

1 B.McCarthy-a,Miligan-w 6.95 6.95

RUNE
Malibu
(1994-Present)

1 1.95 2.50
2 1.95 1.95

RUSH LIMBAUGH MUST DIE
Boneyard Press
(1993)

1 2.95 4.00

SABRETOOTH
Marvel
(1993-Present)

1 M.Texeira-a 4.00 9.00†
2-3 3.00 4.00
4 2.95 2.95

SABRETOOTH CLASSICS
Marvel
(1994-Present)

1-2 1.50 1.50

SAINTS AND VIKINGS
Marvel
(1993-Present)

1 G.Perez-a,P.David-w 3.50 5.00
1 Platinum ed. 2.75 2.75
2 2.25 2.25

SAINT SINNER
Marvel
(1993-1994)

1 2.50 2.50
2-7 1.75 1.75

SAMURAI II
Continuity
(1993-Present)

1-4 2.50 2.50

SANDMAN
DC Comics
(1974-1976)

1 J.Kirby-a/w 8.00 15.00
2-6 4.00 8.00
2nd series (1989-Present)
1 S.Keith-a 30.00 65.00†
N.Gaiman w in all
2 S.Keith-a 20.00 40.00
3 S.Keith-a 20.00 38.00
4-5 S.Keith-a 20.00 20.00

	9.00	18.00
	10.00	15.00
	12.00	40.00
st App Death		
8	40.00	175.00
mited Edition		
9	7.00	14.00
olfs House starts		
10	7.00	17.50
11-13	7.00	16.00
14	6.00	17.00
15 C.Bachelo-a	5.00	13.00
16	5.00	11.00
17	5.00	10.00
Wiseam Country starts		
18-20	5.00	10.00
21	4.50	15.00†
Season of Mists starts		
22	4.50	15.00
23	4.50	10.00
24	4.50	10.00
25-26	4.00	7.00
27	4.00	8.50
28	3.00	8.50
29	3.00	10.00
30	3.00	8.50
31	2.00	6.00
32	2.00	8.00
Game of You starts		
33-37	2.00	5.00
38-40	2.00	4.25
41	2.00	5.00
42-45	2.00	2.50
46	2.00	3.00
47-48	2.00	2.50
49	2.00	5.00
50 Black Cover ed.	25.00	25.00
51-57	2.00	3.00
58-59	2.00	2.00
Fables and Reflections	29.95	29.95
Fables and Reflections	19.95	19.95
A Doll's House	12.95	12.95
Dream Country	12.95	12.95
Preludes and Nocturnes	14.95	14.95
Seasons of Mist	19.95	19.95

SANDMAN MYSTERY THEATRE
DC Comics
(1993-Present)

1-10 M.Wagner-w 2.50 3.00
11-15 1.95 1.95

SATAN'S SIX
Topps
(1993)

1-4 2.95 3.50
Comes with card

SAVAGE DRAGON
Image
(1992)

1 E.Larsen-a/w 5.00 10.00
1st App. Super Patriot
2 3.00 8.00
3 2.00 5.00
2nd Series (1993-Present)
1 1.95 5.00
2 2.95 2.95
3-9 1.95 1.95
Savage Dragon Vs. 2.00 4.00
The Savage Megaton Man
Savage Dragon Vs. 10.00 20.00
The Savage Megaton Man Gold ed

SAVAGE SWORD OF CONAN
Marvel
(1974-Present)

1 A.Adams,B.W.Smith-a 50.00 65.00†
2 30.00 40.00
3 15.00 19.00
4 10.00 12.00
5-10 8.00 10.00
11-20 5.00 8.00
21 5.00 7.00
22 D 3.75 4.00
23 6.00†
24-38 3.00 15.00
39-100 176 2.75 3.00
177-211 2.00 2.25
212 2.25 2.25

SAVAGE TALES
Marvel
(1971-1975)

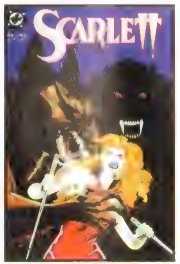
1 B.W.Smith-a 60.00 80.00
1st App. Man-Thing, Conan App
2 30.00 34.00
3 15.00 20.00
4-5 10.00 14.00
6 3.00 5.00
7 N.Adams-a 4.00 4.50
8 3.50 4.00
9-11 2.50 3.00
10 N.Adams-a 3.50 4.00
2nd Series (1985-1987)
1 6.00 8.00
2-6 7.00 7.00

SCARAB
DC Comics
(1993-Present)

1-2 2.00 2.50
3-7 1.95 1.95

SCARLETT
DC Comics
(1993-1994)

1 2.95 3.50
2-14 1.75 1.75



SCARLET WITCH
Marvel
(1993-1994)

1-4 1.75 1.75
J.Higgins-a,A.Lanning & D.Abnatt-w

SCAVENGERS
Triumphant
(1993-Present)

1 2.50 3.50
1 2nd print 2.50 2.50
2-8 2.50 2.50

SEAQUEST
Harvy
(1994-Present)

1 1.75 1.75
1 Direct ed 2.25 2.25

SEKHATAN II
DC Comics
(1993-1994)

1-3 2.25 2.25

SECOND LIFE OF DR. MIRAGE
Valiant
(1993-Present)

1 B.Chang-a,B.Layton-w 2.50 3.50
2-5 2.50 3.00
6-9 2.50 2.50

SECRET DEFENDERS
Marvel
(1993-Present)

1 2.50 3.00
2-15 1.75 1.75
161 $1.50

SECRET CITY SAGA
Topps
(1993)

0-4 2.95 3.50
0 Gold ed. 25.00 75.00

SECRET ORIGINS
DC Comics
(1973-1974)

1 3.50 3.50
2 3.00 3.00
3-5 2.50 2.50
6 4.25 4.25
7 2.00 2.00
2nd series (1986-1990)
1 4.00 10.00
Superman App
2 2.00 4.50
Blue Beetle App
3 2.00 4.50
Captain Marvel (Shazam) App
4 2.00 4.50
Firestorm App
5 2.00 3.25
G.A. Batman App
6-7 2.00 3.25
8-10 2.00 2.00
11-12 1.75 2.00
13 4.25 4.25
Nightwing App
14-30 1.75 2.00
31-38 1.50 1.50
39 4.25 4.25
Animal Man App
40 1.50 2.00
Age issue
41-49 1.50 2.00
50 4.25 4.25
Flash App
Annual 1 2.00 2.00
Annual 2 2.00 2.00
Flash (Barry Allen) and Flash (Wally West) App
Annual 3 2.95 2.95
Special 1 S.Keith-a,N.Gaiman-w 2.00 20.00†
Penguin, Rider, and Two-Face App
One shot (1991) 200.00 200.00

SECRET WEAPONS
Valiant
(1993-Present)

1 2.50 3.00
2-7 2.25 3.00
8-10 2.25 2.25
11 2.25 2.50

SHADE, THE CHANGING MAN
DC Comics
(1977-1978)

1 Ditko-a/w 5.00 5.00
2-8 2.50 2.50
2nd series (1990-Present)
1 C.Bachalo-a 3.00 6.00
2-10 C.Bachalo-a 3.00 5.00
11-26 C.Bachalo-a 2.00 2.25
27-28 C.Bachlo-a 1.75 2.00
29-34 1.75 2.00
35-39 1.75 2.00
40-44 2.00 2.00
45-47 C.Bachlo-a,P.Milligan-w 2.00 2.00
48 2.00 2.00

SHADOW, THE
Archie
(1964-1965)

1 25.00 25.00
2-8 15.00 15.00
Not based on pulp character

SHADOW, THE
DC Comics
(1973-1975)

1 M.Kaluta-a 22.00 25.00
2 15.00 15.00
3 20.00 20.00
4 12.50 15.00
5 9.00 10.00
6 12.50 15.00
7-12 9.00 10.00
2nd Series (1987-1989)
1-18 1.50 2.00
Limited Series (1986)
1-4 H.Chaykin-a 1.50 1.50

SHADOW: IN THE COILS OF LEVIATHAN
Dark Horse
(1993-Present)

1	3.00	3.50
2-3	2.95	2.95

SHADOW CABINET
DC Comics/Milestone
(1993)

0	2.50	3.00

SHADOWHAWK
Image
(1992-1993)

1	4.00	8.00
1 Embossed with silver foil	12.00	25.00
2	2.50	6.00
3	2.25	4.00
4	1.75	2.50
Volume 2 (1993)		
1	4.00	5.00
2	2.00	3.00
2 Gold ed	30.00	40.00
2 Gold/Signed ed	40.00	75.00
3	2.95	3.50
TPB Secret Revealed	12.95	12.95
Volume 3 (1993-Present)		
1-4	1.95	1.95
1 Gold ed.	80.00	100.00
Showcase Sealer special		

SHALLOWMAN
Valiant
(1992-Present)

0	2.50	2.50
0 Deluxe	3.50	3.50
1	16.50	19.00
2	10.00	12.00
3	12.00	20.00
4	3.50	4.00
5-7	5.00	7.00
8	8.00	17.00
9	3.00	6.00
10	3.50	4.00
11	2.50	3.00
12	2.50	3.00
13-14	2.00	2.50
15	2.00	2.00
16	2.00	2.00
1st App. Dr. Mirage		
17-27	2.50	2.50

SHADOWRIDERS
Marvel
(1993-Present)

1-3	1.75	1.75

SHAMAN'S TEARS
Image
(1993-Present)

1-3 M Grell-a/w	2.50	3.00

SHAZAM!
DC Comics
(1973-1978)

1	3.00	5.00
2-29	1.00	1.00
30	1.00	1.00
1st DC App. Lt. Marvels		
31	1.00	1.00
1st DC App. Mr.Mind		
32-35	1.00	1.00
HB Power Of Shazam!	19.95	19.95
J.Orlando-a/w. Painted colors. New origin		

SHE-HULK
Marvel
(1980-1982)

1	4.75	5.00
1st App. She-Hulk		
2-10	2.00	2.50
11-25	1.50	2.00
2nd Series (1989-Present)		
1 J.Byrne-a/w	3.25	10.00

8	2.25	6.00
9	2.00	4.00
10-19	1.50	2.00
20	3.00	3.00
21-60	1.75	1.75

SHOGUN WARRIORS
Marvel
(1979-1980)

1	3.00	3.00
2-10	1.50	1.50
11-20	1.00	1.00

SHOWCASE
DC Comics
(1956-1978)

1	1400.00	1400.00
2	480.00	480.00
3	400.00	400.00
4 C.Infantino-a	9000.00	10000.00
1st App. S.A. Flash (Barry Allen)		
5	550.00	550.00
6	1350.00	1350.00
1st App. Challengers of the Unknown		
7 J.Kirby-a	700.00	700.00
8 C.Infantino-a	3400.00	4750.00
1st App. Capt. Cold; Flash App.		
9	1300.00	1750.00
10	950.00	950.00
11-12	550.00	550.00
13-14	1500.00	1500.00
15	550.00	550.00
1st App. Space Ranger		
16	350.00	350.00
17	850.00	850.00
1st App. Adam Strange		
18-19	455.00	455.00
20	400.00	400.00
1st App. Rip Hunter		
21	150.00	150.00
22	2500.00	3200.00
1st App. S.A. Green Lantern (Hal Jordan)		
23-24	700.00	700.00
Green Lantern App.		
25-26	120.00	120.00
27	350.00	350.00
1st App. Sea Devils		
28-29	150.00	150.00
Sea Devils App.		
30	350.00	350.00
Origin Aquaman		
31-33	160.00	160.00
Aquaman App.		
34	800.00	1000.00
1st App. S.A. Atom (Ray Palmer)		
35	450.00	450.00
Atom App.		
36	320.00	320.00
37	320.00	320.00
1st App. Metal Men		
38-40	180.00	180.00
Metal Men App.		
41-42	80.00	80.00
43	280.00	280.00
Dr. No (James Bond)		
44	40.00	40.00
45	94.00	94.00
46-47	30.00	30.00
48-49	20.00	20.00
50-51	27.00	27.00
52	20.00	20.00
53-54 G.I. Joe App.	27.00	27.00
55	115.00	250.00
Dr. Fate and Hourman		
56	35.00	35.00
57-58	47.00	47.00
59	65.00	65.00
60	100.00	115.00
1st S.A. App. The Spectre		
61	54.00	54.00
62	43.00	43.00
1st App. Inferior Five		
63	20.00	20.00
64	54.00	54.00
65	20.00	20.00
66-72	8.00	8.00
73	54.00	54.00
1st App. The Creeper		
74	39.00	39.00
1st App. Anthro		
75	59.00	59.00
1st App. Hawk and Dove		
76	24.00	24.00
1st App. Bat-Hash		
77	25.00	25.00
1st App. Angel and the Ape		
78	12.00	12.00
79	19.00	19.00
80	8.00	8.00



81	6.00	6.00
82	34.00	34.00
1st App. Nightmaster		
83-84	34.00	14.00
85-87	8.00	8.00
88-93	4.00	4.00
94	8.00	8.00
1st App. new Doom Patrol		
95-96	3.00	5.00
Doom Patrol App.		
97-99	3.00	3.00
100	3.00	5.00
Almost all characters ever in Showcase App.		
101-104	3.00	3.00
2nd Series (1993) Showcase '93		
1	2.00	5.00
2	2.00	4.00
3-4	1.00	3.50
5-6	2.00	2.50
7	3.00	7.50
Knightfall story line		
8	3.00	7.50
Knightfall story line		
9-11	2.00	2.00

SHOWCASE '94
DC Comics
(1994-Present)

1	2.50	3.50
Joker App.		
2-7	1.95	1.95

SHROUD
Marvel
(1994-Present)

1-4	1.75	1.75

SILVER SABLE
Marvel
(1992-Present)

1	2.50	4.00
2-14	1.50	1.50
15-24	1.25	1.25
25	2.00	2.00

SILVER STAR
Topps Comics
(1993-Present)

1	2.95	3.50

SILVER SURFER
Marvel
(1968-1970)

1	250.00	350.00
2	94.00	100.00
3	84.00	195.00
1st App. Mephisto		
4	275.00	350.00
Rare		
5	55.00	70.00
6	55.00	70.00
7	55.00	65.00
8-10	41.00	50.00
11-13	29.00	40.00
14	50.00	55.00
15-18	29.00	40.00
2nd Series (1982)		
1 J.Byrne-a/w	5.00	9.00

rd Series (1982-Present)	10.00	16.00
	3.00	5.00
	3.00	7.00
	3.00	6.00
10	3.00	5.00
11-12	2.00	4.00
13	2.00	5.50
14	2.00	4.00
R.Lim-a starts	9.00	12.00
	5.00	6.00
	5.00	5.00
	4.00	5.00
17	4.00	4.00
18	4.00	4.50
19-20	2.00	4.50
21	2.00	5.50
22-33	2.00	4.50
24	10.00	20.00
Thanos App.		
25	9.00	14.00
Thanos App.		
26	7.50	10.00
	5.50	6.00
	9.00	10.00
	4.00	5.00
41-44	3.00	5.00
45	3.00	4.00
46	7.00	8.50
47	3.00	10.00
48	3.00	6.00
49	3.00	5.00
50	6.75	9.00
...iver foil cover		
50 Silver prints	2.50	5.00
51	1.00	5.00
52	1.00	4.00
53-54	1.00	3.50
55-56	1.00	3.50
57	1.00	2.50
58	2.00	4.00
59	2.00	3.00
60	2.00	3.00
61-68	1.25	2.00
69-69	1.75	2.00
70-71	2.00	4.00
72	1.75	2.00
73	2.00	2.25
74	1.50	2.00
75	3.25	5.00
76-79	1.25	2.00
80-91	1.25	1.25
92	1.50	1.50
Annual 1 R.Lim-a	5.00	7.50
Annual 2-3 R.Lim-a	2.50	5.00
Annual 4 R.Lim-a	2.50	4.00
Annual 5 R.Lim-a	2.50	2.75
Annual 6 R.Lim-a	2.95	2.95
Silver Surfer Vs. Dracula	1.75	1.75
Limited Series, The Silver Surfer (1988-1989)		
1 Mobeius-a;S.Lee-w	2.25	5.00

SIMPSONS COMICS
Bongo
(1993-Present)

1	2.75	3.00
2	2.25	2.25
3	1.95	1.95

SIMPSONS COMICS AND STORIES
Welsh Publishing
(1993)

1	5.00	8.00
Bagged with poster		

SIN CITY: A DAME TO KILL FOR
Dark Horse
(1993-Preset)

1	3.50T	4.00T
2	3.00	4.00T
3-6	2.95	2.95
TPB Sin City	15.00	15.00

SKIN GRAFT
DC Comics
(1993-Present)

1	2.50	4.00
2-4	2.50	2.50

SLEEPWALKER
Marvel
(1991-Present)

1	2.50	5.00
	1.50	2.00
	1.25	2.00
	2.00	2.00
	1.25	2.00
	2.25	3.50
	2.00	2.25

26-33	1.25	1.25

SLUDGE
Malibu
(1993-Present)

1 A.Lopresti-a;S.Gerber-w	3.00	4.00
2	2.50	3.00
3-5	1.95	1.95

SOLAR
Valiant
(1991-Present)

1 B.W.Smith-a starts	20.00	30.00
2	13.50	22.00
3	15.00	45.00
1st App. Harada		
4	10.00	17.00
5-6	7.00	27.00
7	7.00	27.00
X-O Manowar App.		
8-9	6.00	25.00
10 B.W.Smith-a ends	30.00	75.00
Eternal Warrior cameo		
10 2nd print	5.00	8.00
11	8.00	15.00
1st Full App. Eterna-Warrior		
12-13	3.00	6.00
14	10.50	30.00
1st App. Doctor Eclipse		
15	4.00	10.00
16-19	3.00	6.00
20	2.25	3.50
21	1.60	3.50
22	1.75	2.00
23	2.25	3.50
24-25	2.25	3.00
26-34	2.25	2.50
HB	25.00	25.00

SOLITAIRE
Malibu
(1994-Present)

1-3	1.95	1.95
1 Bagged ed. with playing card	3.00	4.00

SOLUTION, THE
Malibu
(1993-Present)

1	2.50	5.00
2-6	1.95	1.95

SON OF SATAN
Marvel
(1975-1977)

1	4.25	40.00
2-3	2.75	15.00
4-8	2.75	8.00

SOULSEARCH AND CO.
Eclipse/Claypool
(1993)

1-3 P.David-w	2.50	3.00

SPACE CHORT
Gold Key
(1967)

1	150.00	150.00

SPAWN
Image
(1992-Present)

1 T.McFarlane-a/w	5.00	15.00
1st App. Spawn		
2	7.00	15.00
1st App. Violator		
3	7.00	14.00
4	9.50	19.00
Comes with coupon		
5	3.75	10.00
6	2.50	7.00
7	5.00	7.50
8 A.Moore-w	1.50	4.00T
9 N.Adamas-w	2.00	4.00
10 D.Sim-w	2.00	5.00
Cerebus App.		
11 F.Miller-w	2.50	3.50T
12 T.McFarlane-w	2.50	3.50T
13-14	1.95	2.50T
15-17	1.95	3.00
18	1.95	1.95
Capital TPB	125.00	150.00
Reprints 1-3, signed by McFarlane		
Spawn/Batman	3.95	3.95

SPECTACULAR SPIDER-MAN
Marvel
(1976-Present)

1 S.Buscema-a starts	40.00	45.00
2	15.00	20.00

3-5	7.00	10.00
6	7.00	10.00
Appearance App.		
7	6.00	8.00
8	6.00	7.00
9-10	7.00	8.00
11-16	7.00	7.00
17	7.00	8.00
18	7.00	10.00
Champions with Ghost Rider cameo		
19	7.00	7.00
20 S.Buscema a-ends	6.00	7.00
21-25	5.00	7.00
22-23	7.00	9.00
24	5.00	6.00
25	5.00	5.00
27 F.Miller-a	15.00	18.00
28	10.00	21.00
29-35	1.00	1.00
36	1.00	1.00
37	1.00	1.00
38	1.00	1.00
39-55	4.00	4.00
56	1.00	1.00
57-60	1.00	1.00
61	1.00	1.00
62-63	1.00	1.00
64	1.00	1.00
1st App. Cloak and Dagger		
65	1.00	1.00
66-68	2.00	2.00
69-70	4.00	8.00
71-74	2.00	3.00
75	2.00	4.00
76-80	2.00	3.00
81	8.00	18.00
Punisher App.		
82	8.00	4.00
Punisher App.		
83	8.00	15.00
Punisher App.		
84	2.00	3.00
85	10.00	24.00
Hobgoblin App.		
86-89	2.00	3.00
90	3.00	3.00
91-99	2.00	3.00
100	3.00	5.00
101-106	2.50	3.00
107	3.00	3.00
108-110	2.50	3.00
111-115	2.50	3.00
116 Sabretooth	3.00	5.00
117	3.00	3.50
118	2.50	3.00
119	5.00	6.00
120-129	2.50	3.00



130	4.00	6.00
131	8.00	9.00
132	6.00	8.00
133 S Sienkiewicz-a	3.00	4.50
134 S Buscema-a starts	3.00	4.50
135-136	2.00	3.00
139	3.00	4.00
140	5.00	6.00
141-143	5.00	8.00
144-145	2.00	3.00
146	3.00	5.00
147	6.00	20.00
1st App. new Hobgoblin		
148-149	2.00	3.00
150-151	3.00	4.00
152	3.00	4.00
153-157	2.00	3.00
158	8.00	12.00
159	5.00	6.00
160	3.00	6.00
161	2.00	2.50
162-163	1.50	3.00
164	2.00	2.75
165	1.50	2.25
166-168	2.00	2.25
169-170	1.50	2.25
171-177	1.00	2.25
178-184	2.00	3.00
185-188	1.25	1.75
189	4.75	10.00
Hologram		
189 2nd print	3.00	3.00
190-194	1.50	1.50
195	1.50	2.50
195-211	1.25	1.25
212I	.50I	.50
Annual 1	5.00	6.00
Annual 2	4.00	4.00
Annual 3-7	3.00	4.50
Annual 8 M Bagley,R Lim-a	4.00	4.00
Annual 9 D Jurgens,M Bagley-a	3.00	4.00
Annual 10	2.50	6.00
Annual 11	2.00	2.50
Annual 12	2.25	4.50
Annual 13	2.25	2.95

Limited Series, Spectacular Spider-Man Magazine (1968)

1	50.00	55.00
2	30.00	60.00

SPECTRA
DC Comics (1987-1969)

1	58.00	65.00
2-5 N.Adams-a	30.00	35.00
6-8	10.00	15.00
9	15.00	18.00
10	10.00	15.00

2nd Series (1987-1989)

1	3.00	7.00
2	2.00	5.00
3-5	2.00	3.00
6-7	1.50	1.75
8	1.50	2.50
9-11	1.50	1.75
12-31	1.00	1.25
Annual 1	1.50	2.00

3rd Series (1992-Present)

1	3.00	8.00
Glow in the dark cover		
2-5	1.50	2.00
6-7	1.75	1.75
8	3.00T	5.00
9-12	1.75	1.75
13	2.50	4.00
Glow in the dark cover		
14-19	1.75	1.75
TPB Crimes and Punishments	9.95	9.95

SPIDER-MAN
Marvel (1990-Present)

1 TMcFarlane-a/w starts	5.00	7.00
Newsstand, bagged		
1 Silver, unbagged	5.00	9.50
1 Silver, bagged	20.00	30.00
1 Green, unbagged	3.25	7.00
1 Green, bagged	7.00	18.00
1 Platinum	225.00	300.00
1 Gold ed	4.00	7.00
2	3.95	5.00
3-5	4.00	4.00
6-7	3.00	4.00
Ghost Rider App		
8 10	3.00	4.00
Wolverine App		
11-12	3.00	5.00
13	5.00	8.00
14 T McFarlane-a/w ends	5.00	8.00
15 E.Larsen-a	2.50	5.00
16 T McFarlane-a	2.50	3.00
X Force App		
17	2.50	3.00
18-19 E.Larsen-a	2.25	4.00
20 E.Larsen-a	2.25	3.00
21 E.Larsen-a	2.00	4.00
22-25	2.00	2.50
26 M.Bagley-a	2.00	3.00
27	2.00	3.00
28-31	2.00	2.25
32-33	2.00	2.25
34-36	2.00	2.00
37-40	1.75	1.75
41-45 Jay Lee-a	1.75	1.75
46	1.95	1.95
46 Deluxe ed.	2.95	2.95
Spider-Man and Daredevil	2.00	3.00
Spider-Man and His Amazing Friends (1981)		
1	2.50	5.50
1st App. Firestar in comics outside of Marvel continuity		
Spider-Man Vs. Dracula	1.75	1.75
Spider-Man Vs. Wolverine	15.00	30.00
M.Bright-a		
Spider-Man Vs. Wolverine 2nd Print	4.00	5.00

SPIDER-MAN/X-FACTOR SHADOW GAMES
Marvel (1994-Present)

1	1.95	1.95

SPIDER-MAN 2099
Marvel (1992-Present)

1 P.David-w	4.00	7.00
2	4.00	7.00
3	1.25	4.00
4	1.25	2.00
Doom 2099 App		
5	1.25	2.00
6-9	1.25	1.50
10-19	1.25	1.25
20-21	1.50	1.50

SPIDER-MAN MAGAZINE
Marvel (1994-Present)

1-2	1.95	1.95

SPIDER-MAN MUTANT AGENDA
Marvel (1993-Present)

0	1.25	1.25
1-3	1.75	1.75

SPIDER-MAN UNLIMITED
Marvel (1993-Present)

1-3	3.95	4.50
4-5	3.95	3.95

SPIDER-WOMAN
Marvel (1978-1983)

1	2.00	4.00
2-36	1.00	1.50
37-38	2.50	3.00
39-49	1.00	1.50
50	2.75	3.00

Limited Series (1993-1994)

1-4	1.75	2.00T
New Spider-Woman		

STAR TREK
DC Comics (1984-1988)

1	8.00	10.00
2-5	5.00	6.00
6-10	4.00	5.00
11-20	2.00	4.00
21-32	2.00	3.00
33	4.00	6.00
34-49	1.00	2.00
50	2.00	3.00
51	1.00	2.00
52-55	1.00	1.00
Annual 1-3	3.00	3.00

2nd Series (1989-Present)

1	6.00	8.00
2	2.00	4.00
3	1.00	3.00
4-23	2.00	4.00
24	2.00	4.00
25-30	1.00	3.00
31-45	1.00	2.00
46-50	1.50	2.00
51-60	1.75	1.75
Annual 1,2	3.00	3.00T
Annual 3	3.50	10.00T
Special 1	3.50	3.50
Movie Special 3-4	1.50	2.50
Movie Special 5	2.00	2.50
Movie Special 6	2.95	2.95

Limited Series, Modala Imperative (1991)

1	2.00	2.00
2-4	1.00	1.00

STAR TREK
Gold Key (1967-1979)

1	350.00	400.00
2	150.00	200.00
3-5	140.00	150.00
6-10	90.00	110.00
11-20	50.00	80.00
21-30	30.00	50.00
31-40	20.00	30.00
41-61	10.00	20.00

STAR TREK
Marvel (1980-1982)

1 D Cockrum-a	4.00	5.00
2-18	2.00	4.00

STAR TREK: DEEP SPACE NINE
Malibu (1993-Present)

1 Newsstand	2.50	3.50
1 Direct	2.50	3.25
1 Special ed.	6.00	15.00
2	2.50	3.00
4-7	2.50	3.00
Limited ed.	20.00	20.00

STAR TREK: THE NEXT GENERATION
DC Comics (1989-Present)

1	8.00	12.50
2-3	5.00	8.75T
4-5	5.00	6.25
6-10	2.00	4.00
11-23	1.00	3.00
24	2.00	3.00



25-30	1.00	3.00
31-45	1.00	2.00
46-49	1.75	1.75
50	3.50	3.50
51-59	1.75	1.75
Annual 1	4.00T	6.00
Annual 2	3.00	5.00
Annual 3-4	3.00	3.00
Special 1	3.50	3.50
Limited Series (1988)	5.00	10.00
1	5.00	7.00
Limited Series, Modala Imperative (1991)		
1	2.00	2.00
2-4	1.00	1.00

STAR WARS
Marvel (1977-1986)

1 H.Chaykin-a	15.00	20.00
1 35 cents	200.00T	300.00
2-5	5.00	7.00
7-10	4.00	7.00
11-20	3.00	5.00
21-38	1.50	4.00T
39-44	3.00T	4.00T
Empire Strikes Back story line		
45-51	3.00T	4.00T
52-107	1.50	4.00T
Annual 1	3.00	5.00
Annual 2-3	1.50	1.50

Limited Series, Return of the Jedi (1983-1984)

1	2.00	3.00
Based on the movie		

STAR WARS: DARK EMPIRE
Dark Horse (1992)

1 C.Kennedy-a,T.Veitch-w	18.00	30.00
New story with old characters		
1C	15.00I	25.00
2	8.00	20.00T
1-2nd print	3.00	3.00
3	5.00	12.00T
5-6	4.00	8.00
Gold embossed set	75.00	175.00

STAR WARS: DROIDS
Dark Horse (1994-Present)

1	2.95	2.95

STAR WARS: TALES OF THE JEDI
Dark Horse (1993-1994)

1 Gossett-a,T.Veitch-w	4.00	6.00
D.Dorman cover		
2	3.00	5.00T
3	3.00T	4.00T
Reprint of story from Dark Horse Comics 7-9		
4 D.Rocha-a T.Veitch-w	2.50	2.50

STARSLAYER
Marvel (1994-Present)

1	2.00	2.00
2-4	1.75	1.75

STARCHILD
Tallessin Prress (1993-Present)

1-3	2.50	2.50

STARSLAYER
Pacific (1982-1983)

Stevens-a/w	3.00	5.00
Kreskteer cameo in advertisment		
2 D.Stevens-a/w	8.00	15.00
1st Full App. Rockateer		
3 D.Stevens-a/w	6.00T	10.00T
Rocketeer App		
4	1.00	3.00
5	3.75	5.00
6-7	1.00	3.00
8-34	1.00	3.00

STATIC
DC Comics/Milestone (1993-Present)

1-17	1.50	1.50
1 Bagged ed.	2.95	3.50
1 Platinum ed.	25.00	50.00

STEEL
DC Comics (1994-Present)

1 L.Simonson-w	1.50	1.50
New armor		
2-4	1.50	1.50

STORMWATCH
Image (1993-Present)

1	2.50	2.50
1-3	2.00	3.00
1 Gold ed	40.00	50.00
4 9	1.95	1.95
Special	2.50	2.50
Sourcebook	2.50	2.50

STRANGE TALES
Marvel (1961-1976)

89 S.Ditko-a starts	75.00	75.00
1st App. Fing Fang Foom		
90-92	56.00	56.00
93-96	50.00	50.00
97	150.00	150.00
98-100	50.00	50.00
101	500.00	550.00
Human Torch		
102	200.00	200.00
1st App. Wizard		
103	150.00	150.00
104	150.00	150.00
1st App. Trapster		
105	150.00	150.00
106	100.00	100.00
107	120.00	120.00
108-109	100.00	100.00
110	600.00	750.00
1st App. Dr. Strange		
111	200.00	200.00
112-113	72.00	72.00
114	195.00	195.00
115	270.00	270.00
116	59.00	59.00
117-118	39.00	39.00
119	64.00	64.00
120	99.00	99.00
121	29.00	29.00
122	36.00	36.00
124-134	29.00	29.00
135	50.00	50.00
1st App. Nick Fury, Agent of SHIELD		
136-144 S.Ditko-a ends	19.00	19.00
145-150	18.00	19.00
151	24.00	24.00
152-168	18.00	19.00
169	2.50	2.50
1st App. Brother Voodoo		
170-177	2.50	2.50
178	17.00	17.00
Warlock series starts		
179	8.00	8.00
1st App. Pip the Troll		
1801-181	8.00	8.00
Annual 1	250.00	250.00
Annual 2	275.00	275.00

STRANGERS, THE
Malibu/Ultraverse (1993-Present)

1 S.Englehart-w	3.00	5.00
1 Hologram ed.	35.00	50.00
2	2.00	4.00
3-9	10	1.95
1.95		

STREET FIGHTER
Malibu (1993)

1	2.25	5.00T
1 Gold ed.	15.00	15.00
2	2.25	3.50
2 Gold ed.	15.00	15.00
3	2.25	2.25
3 Gold ed.	15.00	15.00
GN	12.95	12.95

STREET FIGHTER II
Viz Comics (1994-Present)

1-2	2.95	2.95

STREETS
DC Comics (1993)

1-2	5.00	5.50
3	4.95	4.95

SUB-MARINER
Marvel (1968-1974)

1 J.Buscema-a	125.00	125.00
2	40.00	40.00
3-4	20.00	20.00
5	20.00	20.00
1st App. Tiger Shark		
6-10	20.00	20.00
11-13	14.00	14.00
14	28.00	29.00

HERO PRICE GUIDE

Death of Tora		
15	14.00	14.00
16-18	9.00	9.00
19	6.00	6.00
1st App. Stingray		
20	6.00	9.00
21-33	6.00	6.00
34-35	12.00	18.00
Hulk and Silver Surfer App		
36	6.00	6.00
37	6.00	6.00
Death of Donna		
38-40	6.00	6.00
41-49	4.00	4.00
50	4.00	4.00
1st App. Nita (Namorita)		
51-72	4.00	4.00
Annual 1-2	5.00	5.00

SUPER-TEAM FAMILY
DC Comics (1975-1978)

1	2.50	2.50
2-3	2.00	2.00
4-7	1.00	1.50
8-10	1.50	2.00
11-15	1.50	1.50

SUPERBOY
DC Comics (1961-1979)

89-75	40.00	50.00
76	40.00	50.00
1st App. Beppo the Supermonkey		
77	40.00	50.00
78	70.00	90.00
79	40.00	50.00



80	70.00	80.00
81-85	30.00	40.00
86	75.00	80.00
87-88	30.00	40.00
89	30.00	40.00
1st App. Mon-El (Valor)		
90-93	30.00	40.00
94-97	18.00	20.00
98	28.00	30.00
1st App. Ultra Boy. Pete Ross joins the LSH		
99	18.00	20.00
100	120.00	130.00
1st App. Xandu and Emdine, Ongon reigns		
101-120	10.00	12.00
121-123	8.00	8.00
124	5.00	8.00

1st App Insect Queen
125 6.00 8.00
126 6.00 8.00
Origin Krypto the Superdog
127-128 6.00 8.00
129 8.00 10.00
130-137 4.00 5.00
138 8.00 10.00
139-140 4.00 5.00
141-146 3.00 4.00
147 8.00 10.00
148-155 3.00 4.00
156-165 6.00 8.00
157-164 3.00 4.00
166-173 3.00 4.00
174 6.00 8.00
175-176 3.00 4.00
177-187 2.00 3.00
188-194 1.50 2.00
195 1st App Erg 1 (Wildfire) 1.50 2.00
196 1.50 2.00
197 5.00 6.00
Becomes Superboy and the Legion of Super-Heroes
198-199 2.00 2.00
200 4.50 5.00
Bouncing Boy and Duo Damsel get married
201 2.00 2.00
202 2.50 2.50
203 3.00 5.00
Invisible Kid dies
204 2.00 2.00
205 2.50 2.50
206-207 2.00 2.00
208 2.50 2.50
209 2.00 2.00
210 2.50 2.50
211-215 2.00 2.00
216 2.00 2.00
1st App Tyroc
217 2.00 2.00
218 2.00 2.00
Tyroc joins LSH
219-220 2.00 2.00
221-223 1.50 -
224 1.50 -
1st App Dawnstar
227 1.50 -
228 - 5.00
Death Chemical King
229-249 1.50 -
250-252 1.00 -
253 1.00 -
1st App Blok and Legion of Super Assassins
254-258 1.00 -
Annual 1 70.00 75.00
2nd Series (1993-Present)
1 1.50 2.00
New Superboy
2-5 1.50 1.50

SUPERGIRL
DC Comics
(1994)

1-4 Brigman,J Guice-a,R Stem-w 1.50 1.50
New Supergirl

SUPERMAN
DC Comics
(1955-1986)

96-99 180.00 190.00
100 700.00 750.00
101-110 160.00 165.00
111-120 140.00 145.00
121-126 110.00 120.00
127 110.00 120.00
1st App Titano
128 110.00 120.00
129 110.00 120.00
1st App Lori Lemaris
130 110.00 120.00
131-139 80.00 90.00
140 90.00 100.00
1st Blue Kryponite
141-145 55.00 60.00
146 60.00 100.00
147 70.00 80.00
1st App Legion of Super Villains 1st App Adult LSH
148 50.00 60.00
149 60.00 70.00
150-157 30.00 40.00
158 30.00 40.00
1st App Flamebird and Nightwing
159-162 30.00 40.00
163-166 22.00 25.00
167 45.00 50.00
New origin of Brainiac
168-180 22.00 25.00
181-182 14.00 16.00
183 16.00 18.00
184-186 14.00 16.00
187 16.00 18.00
188 14.00 16.00
189 16.00 18.00
190 14.00 16.00
191-194 14.00 16.00
195 16.00 18.00
196 14.00 16.00
199 130.00 150.00
1st Superman/Flash race
200 14.00 16.00
201 9.00 11.00
202 12.00 14.00
Buzzaro App
203-206 9.00 11.00
207 12.00 14.00
208-211 9.00 11.00
212 12.00 14.00
213-216 9.00 11.00
217 12.00 14.00
218-221 9.00 11.00
227 12.00 14.00
223 9.00 11.00
224-226 9.00 11.00
227 12.00 14.00
228-231 9.00 11.00
232 12.00 14.00
233-238 11.00 18.00
239 12.00 14.00
240 M. Kakuta 5.00 6.00
241-244 3.00 7.00
245 6.00 14.00
246-248 4.00 5.00
249 8.00 10.00
1st App Terra-Man
250-251,253 4.00 7.00
252 7.00 12.00
254 N Adams,C Swan-a 8.00 10.00
255-284 2.00 2.00
285-299 1.50 1.50
300 5.00 6.00
301-322 1.50 1.50
323 1.50 -
1st App Atomic Skull
324-399 1.50 1.50
400 3.00 3.00
401-422 1.50 1.50
423 Alan Moore 5.00 7.00
Perez inking
Annual 1-2 70.00 80.00
Annual 3 60.00 70.00
Annual 4 45.00 50.00
1st Legion origin
Annual 5 35.00 40.00
Annual 6 4.00 5.00



Annual 7-10 3.00 4.00
Annual 11-12 3.00 3.00
2nd series (1987-Present)
1 J.Byrne-a/w 2.00 3.00
1st App new Metallo
2-6 1.50 1.50
7 1.50 1.50
1st App Rampage
8 1.50 1.50
Legion of Super-Heroes App
9 3.00 3.00
Joker App
10 1.50 1.50
11 1.00 1.00
1st App new Mr Mxyzptlk
12 1.00 1.00
13 1.00 1.00
1st App new Toyman
14-19 1.00 1.00
20 J.Byrne-a/w 1.00 1.00
1st App new Supergirl
21 1.00 3.00
22-38 1.00 1.00
39-40 J.Ordway-a 1.50 2.00
41 J.Ordway-a 1.50 3.00
42-43 J.Ordway-a 1.50 2.00
44 J.Ordway-a 2.00 2.50
Batman App
45-48 1.50 1.50
49 1.50 2.00
50 4.00 8.00
J.Byrne,D Jurgens,J Ordway-a
51-52 1.50 2.00
53 J.Ordway-a 2.00 3.00
54-64 1.50 2.00
65 D.Jurgens-a 1.50 1.50
JLA App , Panic in the Sky part 2
66 D.Jurgens-a 5.00 12.00
Brainiac App , Panic in the Sky part 6
67-72 1.50 2.00
73 5.00 8.00
74 5.00 10.00
75 D.Jurgens-a 8.00 18.00
Newsstand
75 2nd print 1.50 8.00
75 3rd & 4th p. 1.25 2.00
75 Bagged direct ed 17.00 30.00
Comes with armband, card poster and a Daily Planet newspaper with the obituary of Superman
75 Platinum 200.00 300.00
76 2.00 4.00
Funeral for a Friend
77 1.50 3.00
78-80 2.00 3.00
81 1.50 2.50
82 2.00 2.50
2nd App Cyborg Superman, Newsstand
82 Direct 3.50 5.00
83-90 1.50 1.50
91-99 1.25 2.25
Annual 1-2 2.00 2.00
Annual 3 2.00 2.00
Annual 4-5 2.50 2.50
Special 1 W.Simonson-a 3.50 5.00
TPB Return of Superman 14.95 14.95
Legacy of Superman 2.50 3.00
Superman: The Earth Stealers 4.00 4.00
2nd Print 3.00 3.00
Superman Gallery Various-a 3.00 3.00
Superman Speeding Bullets 4.95 6.00
E.Beretto-a
Superman Under A Yellow Sun 5.95 5.95
TPB Death of Superman 4.95 10.00
TPB Death of Superman Platinum ed 45.00 100.00
Limited Series, Superman The Secret Years (1985)
1 2.00 2.00
2-4 1.00 1.00

SUPERMAN & BATMAN MAGAZINE
Welsh Pub.
(1993-Present)

1-4 2.95 2.95

SUPERMAN/DOOMSDAY
DC Comics
(1994-Present)

1 4.95 4.95

SUPERMAN: THE MAN OF STEEL
DC Comics
(1991-Present)

1 J.Bogdanove-a,J.Simonson-w 3.00 5.00
1st App Eradicator in human form
2-16 2.00 2.50
17 5.00 12.00
Doomsday cameo App
18 8.00 15.00
1st Full App Doomsday
2nd Print 1.50 1.50
19 4.00 9.00
20 3.00 6.00
21 2.50 3.00
1st App Man of Steel, with armor
22 1.95 3.00
Direct ed
23 1.50 3.00
24-27 3.00 5.00
28-30 1.50 1.50
Collectors ed 2.50 5.00
Color forms of Superman and Lobo
31-34 1.50 1.50
Annual 1 2.50 4.00
Annual 2 2.95 2.95

SUPERMAN VS. SPIDER-MAN
DC Comics/Marvel
(1976)

1 Andru & D Grendano-a 15.00 25.00
Treasury edition size

SUPERMAN'S PAL, JIMMY OLSEN
DC Comics
(1954-1974)

1 C.Swan-a 1130.00 1130.00
570.00 570.00
360.00 360.00
2-10 250.00 250.00
11-20 150.00 150.00
21-30 100.00 100.00
31-50 60.00 60.00
51-75 45.00 45.00
1st App Lucy Lane
76-99 45.00 45.00
Elastic Lad App
100-110 45.00 15.00
111-130 30.00 30.00
131-160 15.00 15.00
161-170 10.00 10.00
171-180 10.00 10.00
Jon El (Valor) and Elastic Lad App
181-190 12.00 12.00
Legion of Super Villains App
191-199 10.00 10.00
200 10.00 10.00
Element Lad App
201-202 6.00 6.00
203-213 9.00 9.00
214-215 6.00 6.00
216 6.00 6.00
217-218 6.00 6.00
Red Headed Beetle of 100 B.C.
219-234 6.00 6.00
235 9.00 9.00
236-240 6.00 6.00
241-250 8.00 8.00
Legion of Super Villains App
251-260 7.00 7.00
Star Boy App
261-263 6.00 6.00
264 5.00 5.00
265-274 11.00 11.00
Giant size
275-279 6.00 6.00
280 6.00 6.00
281 103 5.00 5.00
Giant size
282-302 11.00 11.00
303 Kirby-a/w 10.00 3.00
1st App Darkseid
304 J.Kirby-a/w 10.00 12.00
305 J.Kirby-a/w 10.00 9.00
306-308 J.Kirby-a/w 5.00 7.00
309-310 10.00 7.00
311-313 10.00 5.00
Newsboy Legion App
314 J.Kirby-a/w 10.00
315 J.Kirby-a/w 10.00
316 Jurgens-a 2.50 4.00
317 1.95 1.95
Larsen w

SUPERPATRIOT
Image
(1993-Present)

1-4 2.00 6.00
Gold ed 10.00 65.00
1.50 2.50
1.95 1.95

SUPREME
Image
(1992-Present)

SWAMP THING
DC Comics
(1972-1976)

1 B Wrightson-a starts 45.00 50.00
2 25.00 30.00
3 15.00 25.00
1st App Patchworkman
4-5 10.00 15.00
6 12.50 12.50
8-10 B Wrightson-a ends 10.00 10.00
11-24 3.00 3.00
2nd series (1982-Present)
1 2.50 2.50
2-15 1.00 1.00
16-19 2.00 2.00
20 A Moore-W 20.00 20.00
21 15.00 15.00
22-25 S Bissette-a 7.00 7.00
26-30 S Bissette-a 5.00 5.00
31-33 3.00 3.00
34 S Bissette-a 9.00 9.00
35-36 S Bissette-a 2.50 2.50
37 20.00 20.00
1st App John Constantine
38 5.00 5.00
39-40 S Bissette-a 5.00 5.00
41-51 2.00 2.00
52 4.00 5.00
53-54 2.00 2.00
55 4.00 5.00
56-59 2.00 2.00
60 4.00 4.00
61-125 2.00 2.00
140 Gold ed 2.00 2.00
Different cover by Dave McKean
Annual 1 2.00 2.00
Annual 2 3.00 3.00
Annual 3 2.00 2.00
Annual 4-6 3.00 3.00
Annual 7 3.95 3.95



TPB Love and Death 17.95 17.95
TPB Saga of Swamp Thing 12.95 12.95

TALES FROM THE CRYPT
Gladstone
(1990-1991)

1 3.00 5.00
2 2.00 3.00
3-5 2.00 3.00

TALES OF ASGARD
Marvel
(1968)

1 22.00 24.00

(1984)

1 1.50 2.00

TALES OF SUSPENSE
Marvel
(1959-1968)

1 550.00 600.00

HERO PRICE GUIDE

2 250.00 275.00
3-5 150.00 180.00
6-10 100.00 130.00
11-21 70.00 80.00
22-30 50.00 60.00
31-39 40.00 50.00
40 400.00 425.00
Space Ranger begins
41-42 130.00 150.00
43 250.00 260.00
Space Ranger App
44-46 90.00 100.00
47-50 65.00 80.00
51-60 50.00 60.00
61-67 42.00 50.00
68-82 20.00 [illegible]
83-104 10.00 12.00

TALES OF THE NEW TEEN TITANS
DC Comics
(1982)

1-4 1.00 1.50

TALES OF THE UNEXPECTED
DC Comics
(1956-1968)

1 500.00 540.00

1st App Manda-n
50 50.00 60.00
1st App Scarecrow
52 80.00 90.00
1st App Black Widow
53-55 40.00 50.00
56 40.00 50.00
1st App Unicorn
57 85.00 110.00
1st App Hawkeye
58 160.00 200.00
Captain America begins
59 160.00 200.00
1st App Jarvis Captain America, and Iron Man App 1st S.A. Captain America solo
60 70.00 85.00
61-62 50.00 60.00
63 110.00 120.00
64 30.00 40.00
65 69.00 72.00
1st App S.A. Red Skull
66-68 69.00 72.00
69 69.00 72.00
1st App Titanium Man
70-75 69.00 72.00
76 69.00 72.00
1st App Baron
77-78 59.00 72.00
79-80 28.00 40.00
81-83 30.00 35.00
84 30.00 35.00
1st App Modok
85-87 30.00 35.00
88 30.00 35.00
1st App Zemo
89 45.00 50.00

HERO PRICE GUIDE

TALES TO ASTONISH
Marvel
(1959-1968)

1 S.Ditko & J.Kirby-a start	500.00	550.00
2	240.00	275.00
3-5	150.00	175.00
6-10	140.00	160.00
11-20	100.00	120.00
21-26	75.00	85.00
27	1375.00	1400.00
1st App. of Hank Pym		
28-34	75.00	85.00
35	750.00	800.00
1st App. Antman		
36	335.00	350.00
37-40 S.Ditko & J.Kirby-a ends	180.00	200.00
41-43	100.00	120.00
44	125.00	150.00
1st App. The Wasp		
45-48	60.00	75.00
49	100.00	120.00
50	50.00	60.00
1st App. Human Top and Whirlwind		
51	50.00	60.00
52	50.00	60.00
1st App. Black Knight		
53-56	56.00	60.00
57	68.00	75.00
58	80.00	90.00
59 Hulk starts	90.00	100.00
60	100.00	120.00
61	37.00	43.00
62	37.00	43.00
1st App. The Leader		
63-69	37.50	42.00
70 J.Kirby-a	40.00	65.00
Sub-Mariner begins		
71-81 J.Kirby-a	28.00	30.00
82	32.00	42.00
83	28.00	30.00
90	28.00	30.00
1st App. Abomination		
91	28.00	30.00
92-93	32.00	36.00
94-99	28.00	30.00
100	35.00	40.00
Hulk vs. Sub-Mariner		
101	55.00	60.00

TANK GIRL
Dark Horse
(1990)

1	5.00	15.00
Reprint from Deadline Magazine		
2-4	4.00	10.00
2nd Series (1993)		
1	3.50	5.00
2-4	3.50	4.00

TEAM TITANS
DC Comics
(1992-Present)

1	2.00	2.50
Multiple covers and story, one for each character		
2	1.50	2.50
3-9	1.50	2.00
10-20	1.75	1.75
Annual 1	3.50	3.50
Annual 2	3.50	3.50

TEAM YOUNGBLOOD
Image
(1993-Present)

1-9	1.95	1.95

TEENAGENTS
Topps Comics
(1993-Present)

1-4	2.95	2.95

TEEN TITANS
DC Comics
(1966-1978)

1	130.00	140.00
Aquaman, Batman, Flash and Wonder Woman cameos		
2	58.00	65.00
3-5	30.00	34.00
6	22.00	26.00
Doom Patrol and Beast Boy (Changeling) App.		
7-10	22.00	26.00
11-17	17.00	20.00
18	17.00	20.00
1st App. Starfire		
19	17.00	20.00
20-22 N.Adams-a	19.00	21.00
23-24	9.00	11.00
25	9.00	11.00
1st App. Lilith who joins. Aquaman, Batman, Flash, Green Arrow, Green Lantern, Hawk and Dove and Superman App.		
26-30	9.00	11.00
31-43	6.00	8.00
44-45	3.00	5.00
46-49	8.00	10.00
50-51	7.00	9.00
52-53	4.00	6.00

TEENAGE MUTANT NINJA TURTLES
Mirage
(1984-Present)

1	150.00	265.00
1st App. TMNT		
1 2nd print	30.00	35.00
1 3rd	10.00	15.00
1 4th	5.00	9.00
1 5th	1.50	3.50
2	60.00	74.00
2 2nd	4.00	6.50



2 3rd	2.50	2.50
3	22.00	28.00
4	12.00	14.00
5-7	9.00	11.00
8	6.00	8.00
9	5.00	7.00
9-10	4.00	6.00
11-15	3.00	4.00
16-18	2.50	3.50
19-54	1.50	2.50
55-58	1.50	2.00

TEKWORLD
Marvel
(1992-Present)

1	2.00	3.00
2-4	1.75	2.00
5-21	1.75	1.75

TERMINATOR
Dark Horse
(1990)

1	5.50	6.50
2-4	2.50	3.50
One Shot, M.Wagner-a	5.50	7.00
Limited Series, The Enemy Within (1991-1992)		
1	2.50	4.00
2-4	2.00	3.00
Limited Series, Secondary Objectives (1991)		
1	2.50	4.00
2-4	2.50	3.00

TERMINATOR
Now Comics
(1988-1989)

1	[illegible]	20.00
2	[illegible]	10.00
3-5	1.75	6.00
6-10	1.75	4.00
11-17	2.00	3.00
Limited Series, The Burning Earth (1990)		
1 A.Ross-a	3.50	4.50
2	2.50	3.50
3-5	2.50	4.00

TERMINATOR 2: JUDGMENT DAY
Marvel
(1991)

Movie comic	2.00	3.00
Limited Series (1991)		
1	1.00	1.50
2-3	0.50	1.50

THANOS QUEST
Marvel
(1990)

1 R.Lim-a J.Starlin-w in all	14.00	[illegible]
1 2nd print	4.00	5.00
2	8.00	[illegible]
2 2nd print	4.00	6.00

THOR
Marvel
(1966-Present)

126 J.Kirby-a starts	75.00	80.00
127	34.00	40.00
1st App. Pluto		
128-133	34.00	40.00
134	46.00	55.00
1st App. High Evolutionary		
135-140	34.00	40.00
141-145	24.00	30.00
146	24.00	30.00
Inhumans begin		
147-157	24.00	30.00
158	50.00	58.00
159-160	24.00	30.00
161-163	15.00	15.00
164	15.00	17.00
Cameo of Him (Warlock)		
165	39.00	50.00
1st App. Warlock		
166	34.00	50.00
167	15.00	15.00
168-169	15.00	27.00
170-179 J.Kirby-a ends	15.00	15.00
180-181 N.Adams-a	15.00	15.00
182-192 J.Buscema-a starts	5.00	8.00
193	28.00	45.00
Silver Surfer App.		
194-200	5.00	5.00
201-224	2.00	3.00
225	2.00	3.00
1st App. Firelord		
226-250	2.00	3.00
251-253 J.Buscema-a ends	2.00	2.50
254-273	2.00	2.50
274	2.00	2.50
Death of Balder		
275-299	2.00	2.50
300	2.00	4.00
301-336	1.50	1.50
337 W.Simonson-a/w starts	5.00	7.00
1st App. Beta Ray Bill		
338	3.00	4.00
339-340	1.50	2.00
341-373	1.00	2.00
374	5.00	7.00
Mutant Massacre tie-in, X-Factor App.		
375-383	1.00	2.00
384	1.00	2.00
1st App. new Thor		
385-369 W.Simonson-a/w ends	1.00	2.00
370-380	1.00	2.00
381	2.00	7.00
1st App. Eric Masterson		
382-399	1.00	2.00
400	2.50	3.00
401-407	1.00	1.50
408	1.00	1.50
Eric Masterson becomes Thor		
409-410	1.00	1.50
411	5.00	8.00
New Warriors cameo		
412	12.00	17.00
1st Full App. of New Warriors		
413-428	1.00	1.50
429-430	1.50	3.00
431	1.50	1.50
432	2.00	3.00

HERO FACT FILE

SOLAR #1

H.I. PICK

Not as popular as it used to be, but not bad. Most likely, the price will go down a bit and stay there. If they made the character more exciting and got more people to read it, the book could go up. But that's doubtful.



Publisher:	Valiant
Issue No.:	#1
Writer:	Jim Shooter
Artist:	D. David Perlin
Inker:	Bob Layton
Cover Price:	$1.75
Current Low Price:	$20.00
Current High Price:	$30.00

Overview: Includes the first part of Barry Smith's Alpha and Omega origin story. Confusion reigns when two different Solars meet.

HERO RATING:
★★

DEALER PICK

"Poop! ... No one cares about this book anymore ... It should go down a bit more to meet the actual demand for it, which is less than it was but not bad ... A great book at it's start but has gotten a bit old now. You can only take so much of the same kind of art on every book, namely boring."

HERO CONTEST

HERO CONTEST #221

For a chance to win this book absolutely free, send us a postcard with Solar's real name to: *HERO* Contest #121.

433	2.00	3.50
434-449	1.50	2.00
450	3.00	3.00
451-458	1.25	1.25
459	1.25	5.00
460-473	1.25	1.25
474	1.50	1.50
475	2.00	2.00
475 Deluxe ed.	2.50	2.50
Annual 5-8	5.00	5.00
Annual 9-12	3.00	3.00
Annual 13-17	2.50	2.50
Annual 18	2.95	2.95
Special 2	38.00	38.00
Special 3-4	7.00	7.00

THOR CORPS
Marvel
(1993-Present)

1	1.75	2.00
2-4	1.75	1.75

THUNDER AGENTS
Tower Comics
(1965-1969)

1 W.Wood-a	42.00	60.00
1st App., Dynamo, Noman, and Menthor		
2	21.00	30.00
3-5	14.00	20.00
6-10	10.00	15.00
11-15	7.00	8.00
16-19	4.00	6.00
20	3.00	4.00

THUNDERSTRIKE
Marvel
(1993-Present)

1	3.00	4.00
2-7	1.25	1.25
8	1.50	1.50

TICK, THE
New England Comics
(1988-Present)

1	24.00	35.00
1 2nd print	3.00	3.00
1 3rd print	2.50	2.50
1 4th print	2.25	2.25
[illegible]	12.00	30.00
[illegible] print	2.50	2.50
[illegible]	3.00	8.00
[illegible] 2nd print	2.50	2.50
3 4th print	[illegible]	[illegible]
4 4th print	[illegible]	[illegible]
5 2nd print	[illegible]	[illegible]
6-8	[illegible]	[illegible]
9-12	2.75	2.75
12 Gold ed.	15.00	30.00
TPB Omnibus	13.95	13.95
The Tick Karma Tornado	3.25	[illegible]
Limited series, The Tick: Giant Circus of the Mighty (1992)		
1-2	2.75	2.75

TICK KARMA TORNADO
New England Comics
(1994-Present)

1-2	3.25	[illegible]
3	2.75	

TIMBER WOLF
DC Comics
(1992-1993)

1 J.Phillips-a, A.Gordon-w	1.50	[illegible]
1st App. Thrust		
2-5	1.50	2.50

TOMB OF DRACULA
Marvel
(1972-1979)

1 G.Colan & T.Palmer-a in all	45.00	[illegible]
2	24.00	[illegible]
3	14.00	14.00
4	14.00	14.00
5	14.00	14.00
6-10	10.00	10.00
11-20	8.00	8.00
21-40	6.00	6.00
41-49	4.00	4.00
50	7.00	7.00
51-60	4.00	4.00
61-70	3.00	3.00

TOO MUCH COFFEE MAN
Adhesive Comics
(1994-Present)

1-2	2.50	[illegible]
1 2nd print	2.50	2.50

TRANSFORMERS: GENERATION 2
Marvel
(1993-Present)

1	1.75	1.75
1	2.95	2.95

HERO PRICE GUIDE

Foil and die-cut cover		
[illegible]	[illegible]	[illegible]

TRIBE
Axis Comics
(1993-Present)

1 L.Stroman-a	2.50	[illegible]
1 Ivory Gold ed.	20.00	25.00
Published by Image		
1	1.95	1.95

TROLL
Image
(1993-Present)

1 J.Matsuda-a R.Liefeld-w	[illegible]	[illegible]

TUROK, DINOSAUR HUNTER
Valiant
(1993-Present)

1	3.50	5.00
1 Gold ed.	25.00	45.00
2-6	2.50	3.00
7-13	2.50	2.50

TUROK, SON OF STONE
Gold Key
(1954-1982)

1	275.00	350.00
2	180.00	200.00
3	60.00	180.00
4	55.00	150.00
5	50.00	150.00
6-10	85.00	100.00
11-20	55.00	60.00
21-30	30.00	40.00
31-40	20.00	32.00
41-50	18.00	20.00
51-60	8.00	15.00
61-70	6.00	10.00
71-80	5.00	7.00
81-90	4.00	6.00
91-130	3.00	5.00
Giant 1	65.00	75.00

TURTLE SOUP
Mirage
(1991-1992)

1	3.50	3.50

ULTRAMAN
Nemesis
(1993-Present)

1-2	1.75	1.75
1-2 Direct ed.	2.25	2.25

UNDERGROUND
Dark Horse
(1993-Present)

1-3	3.95	3.95

UNION
Image
(1993-Present)

1 M.Texeira-a	2.50	3.00
2-4	1.95	1.95

UNITY
Valiant
(1992)

0 Blue	6.00	12.00
0 Red	70.00	75.00
0 Signed Ed.	38.00	38.00
1	6.00	15.00
1 Gold	50.00	90.00
1 Platinum	60.00	120.00

UNIVERSAL MONSTERS
Dark Horse
(1993-Present)

Creature from the Black Lagoon A.Adams-a	4.95	6.00
Dracula	4.95	4.95
Frankenstein	4.95	4.95
The Mummy T.Harris-a	4.95	4.95

UNEXPECTED
Triumphant
(1993-Present)

1	2.50	2.50

UNTAMED
Epic/Marvel
(1993)

1	1.95	1.95

USAGI YOJIMBO
Fantagraphics
(1987-Present)

1	3.00	5.00
1	2.00	4.00
1	3.50	5.50
1	2.00	3.00
1	2.25	2.50

VALERIA THE SHE BAT
Continuity
(1993-Present)

1	10.00	20.00
2	2.50	2.50
5	2.50	2.50

Numbers 3 and 4 were skipped

VALIANT VISION STARTER KIT
Valiant
(1993)

1	B.Layton-a,K.VanHook-w	2.95
	Comes with special glasses, poster and comic with Solar Age N.Adams cover	
1A	Unbagged ed	3.00

VALOR
DC Comics
(1992-Present)

1	1.50	3.00
2	1.25	
8 12	A.Hughes-a	1.25
13	2.00	3.00
18	1.25	1.25

VAMPIRE LESTAT
Innovation
(1990-1991)

1	15.00	35.00
1	12.00	20.00
1	7.00	10.00
1	3.50	7.50

VAMPIRELLA
Harris
(1992-Present)

1	10.00	35.00
1 2nd Print	3.00	10.00
2	10.00	25.00
3-5	7.00	10.00
Special 1	3.00	5.00
TPB	5.95	5.95
TPB Vampirella A Scarlet Thirst	12.95	12.95
Limited Series, Morning in America (1991-1992)		
1-2	4.00	5.00
3-4	4.00	4.00

VAMPIRELLA, VENGEANCE OF
Harris
(1994-Present)

1	2.95	2.95

VAMPIRELLA
Warren
(1969-1988)

1	115.00	150.00
2	45.00	65.00
3	140.00	140.00
4-7	30.00	35.00
8-8	28.00	28.00
10-15	20.00	20.00
16-25	12.00	12.00
26-40	6.50	6.50
41-50	4.00	5.00
51-99	3.00	4.00
100	4.00	10.00
101-113	3.00	3.00
Annual 1	69.00	69.00
Special 1	8.00	8.00

VANGUARD
Image
(1993-Present)

1	1.95	1.95

VENOM
Marvel
(1993)

1 M.Bagley-a	3.00	7.00
1 Gold ed.	50.00	70.00
1 Black cover accident	200.00	300.00
Misprint, 700-800 copies thought to exist		
2-3 M.Bagley-a	3.00	5.00
4-6 R.Lim-a	3.00	4.00
Limited Series, Venom: The Enemy Within (1994)		
1-3	2.95	2.95
Limited Series, Venom: Funeral Pyre (1995)		
1-2	3.50	4.00
3	2.95	2.95
Limited Series, Venom: The Madness (1993)		
1-3	2.95	2.95

VENOM: THE MACE
Marvel
(1994-Present)

1	2.95	2.95

VERTIGO VISIONS
DC Comics
(1993-Present)

1 M.Allred-a	4.00	4.00
The Geek		
1	3.50	3.50
Phantom Stranger		

VERTEX
Vision Pub.
(1978-1983)

1	60.00	80.00
Flaming Carrot App. in all		
2	26.00	36.00
3,4	10.00	14.00
5	7.00	9.00

WAR DANCER
Defiant
(1994-Present)

1,2	2.50	2.50

WAR MACHINE
Marvel
(1994-Present)

1	2.00	2.00
1 Foil ed.	2.95	2.95
2-3	1.50	1.50

WARLOCK
Marvel
(1972-1976)

1 G.Kane-a	35.00	40.00
2-3	14.00	20.00
4-8	8.00	20.00
9 J.Starlin-a/w starts	13.00	13.00
New costume		
10	30.00	42.00
Origin of Thanos and Gamora		
11	20.00	30.00
Thanos App		
12-14	14.00	15.00
15 J.Starlin-a/w ends	15.00	26.00
2nd Series, Warlock and The Infinity Watch (1992-Present)		
1 A.Medina-a,J.Starlin-w	3.00	5.00
2	2.00	4.00
3	2.00	3.00
4-11	1.50	2.00
12-29	1.75	1.75
Limited Series, Warlock Chronicles (1993-1994)		
1 J.Starlin-w	2.00	3.00
2-8	2.00	2.00

WARRIORS OF PLASM
Defiant
(1993-Present)

0 From Previews	2.50	8.00
0 Promo	125.00	150.00
1-2	2.95	3.50
3-9	2.50	2.50
8	2.75	2.75
1 Translucent ed.	50.00	75.00
Graphic Novel	5.95	5.95
TPB	9.95	9.95

WARSTRIKE
Malibu
(1994-Present)

1	1.95	1.95

WATCHMEN
DC Comics
(1986-1987)

1 D.Gibbons a,A.Moore-w	4.00	5.00
2-12	2.50	3.50
TPB	16.95	16.95



WEB OF SPIDER-MAN
Marvel
(1985-Present)

1 C.Vess cover	15.00	30.00
2	3.00	6.00
3	5.00	7.00
4	3.00	6.00
5	4.00	7.00
6 M.Zeck-a	3.00	6.00
7	4.00	8.00
8	4.00	7.00
9-11	3.50	7.00
12-17	3.00	5.00
18	5.00	10.00
Venom cameo		
19-23	3.00	5.00
24	3.00	3.00
25-28	3.00	5.00
29	12.00	24.00
Wolverine App.		
30	8.50	16.00
31-32	6.50	8.00
33	4.00	5.00
34-35	1.00	4.00
36	4.00	6.00
37	1.00	4.00
38	5.00	6.00
39-43	1.00	4.00
44-46	1.00	3.00
47	4.00	5.00
48	6.00	12.00
49	1.50	3.00
50	4.00	5.00
51-55	3.00	4.00
56-58	1.00	3.00
59	6.00	11.00
60-61	1.50	5.00
62-65	1.50	3.00
66-69	1.50	3.00
70	1.50	5.00
71-83	1.50	2.50
84-89	1.50	3.00
90	3.00	8.00
91-92	1.50	1.75
93	1.50	2.50
94	1.50	1.75
95	1.50	4.00
Venom App.		
96-99	1.50	1.75
100	2.00	3.50
Holo-grafx cover		
101-106	1.25	1.25
106	2.95	2.95
Dirtbag Special		
107-112	1.25	1.25
113-114	1.50	1.50
113 Deluxe ed.	2.95	2.95
Annual 1	5.00	6.00
Annual 2 A.Adams-a	6.00	7.50
Annual 3	4.00	4.50
Annual 4	4.00	5.00
Annual 5	2.00	4.00
Annual 6	4.00	4.50
Annual 7-8	2.00	3.00
Annual 9-10	3.00	3.00

WEREWOLF BY NIGHT
Marvel
(1972-1977)

1	25.00	34.00
2	8.00	10.00
3-4	10.00	12.00
5-20	8.00	10.00
21-31	5.00	7.00
32	10.00	12.00
1st App. Moon Knight		
33	10.00	12.00
34-46	2.00	3.00
47	7.00	12.00
48-53	2.00	3.00

WHAT IF...?
Marvel
(1977-1984)

1	14.00	18.00
Spider-Man and FF App.		
2	7.00	10.00
3-5	5.00	7.00
6-16	3.50	4.00
17	7.00	10.00
18-26	3.50	4.00
27	10.00	12.00
X-Men App.		
28	10.00	12.00
Daredevil and Ghost Rider App.		
29-50	3.00	5.00
51	12.00	15.00
52	2.00	3.00
2nd series (1989-Present)		
1	5.00	6.00
2-5	3.00	4.00
6	4.00	5.00
7-8	2.00	3.00
9-12	2.00	3.00
13	4.00	5.00
14-18	1.50	2.00
19	2.00	3.00
20	1.25	1.25
21	1.25	1.25
22	1.50	1.75

WILD C.A.T.S.
COVERT ACTION TEAMS
Image
(1992-Present)

Jim Lee-a/w	3.00	4.00
1st App., Grifter, Maul, Spartan, Warblade, Voodoo, Vortex, and Zealot begin		
Gold ed. signed	60.00	80.00
2	4.00	5.00
Preview of Wetworks and card, Prism cover, Newsstand ed.	7.00	10.00
1 with card	8.00	15.00
7	1.95	1.95
8-10	2.50	3.50
Sourcebook	3.50	5.00
TPB	9.95	9.95
HC signed	50.00	60.00

WILD C.A.T.S TRILOGY
Image
(1993-Present)

Jae Lee-a	2.50	4.00
2-3	1.95	1.95

WILDSTAR
Image
(1993-Present)

1 Ordway-a,A.Gordon-w	2.00	5.00
Sold ed.	25.00	40.00
1	2.50	3.00
1	1.95	1.95

WITCHCRAFT
DC Comics
(1994-Present)

1	2.95	2.95

WOLVERINE
Marvel
(1982-Present)

1 J.Byrne-a/w starts	19.00	35.00
2	10.00	20.00
3-5	6.00	10.00
6-9	7.00	10.00
10	15.00	30.00
Sabretooth App.		
11	5.00	7.00
New costume		
12-17	4.00	7.00
18-20	4.00	6.00
21-22	4.00	5.00
23 J.Byrne-a ends	3.00	5.00
24-32	3.00	5.00
33-40	3.00	5.75
41	6.00	15.00
Cable, Sabretooth App.		
42	5.00	12.00
41-42 2nd print	2.50	3.50
43	3.00	5.00
44-47	3.00	4.25
48	3.00	7.00
49	3.00	4.00
50	3.50	6.00
Forge, Jean Grey, Jubilee and Nick Fury App.		
new costume		
51	2.50	7.00
52	2.50	6.00
53	2.50	7.00
54	2.50	4.50
55	2.50	3.00
56-70	2.00	2.50
71-74	1.75	2.50
75	6.00	8.00
76	1.75	5.00
77-80	1.75	2.50
81	1.75	1.75
TPB Weapon X	12.95	12.95
In Global Jeopardy	2.95	2.95
Jungle Adventure	5.00	6.00
Wolverine and Ghost Rider	6.95	6.95
Acts of Vengeance M.Texeira-a,H.Mackie-w		
Limited Series (1982)		
1 F.Miller-a/w in all	15.00	30.00
2	10.00	20.00
3	10.00	20.00
4	10.00	22.00
Limited Series, Havok and Wolverine: Meltdown (1989)		
1 J.Muth-a	4.50	7.00
Painted art		
2-4	3.00	5.00
Limited Series, Wolverine/Punisher: Damaging Evidence (1993)		
1-3	2.00	2.00

WONDER MAN
Marvel
(1991-Present)

1-2	1.00	2.00
3-24	1.00	1.50
25	2.95	2.95
26-29	1.00	1.25
Annual 1	2.95	2.95

WONDER WOMAN
DC Comics
(1986-1986)

150-170	5.00	5.00
171-180	3.50	3.50
181-200	2.50	2.50
201-266	1.00	1.00
267-268	5.00	10.00
269-299	1.00	1.00
300	2.00	2.00
301-329	1.00	1.00
2nd Series (1987-Present)		
1 G.Perez-a	2.50	5.00
2-49	1.50	1.50
50	1.50	1.50
Titans and Justice League App.		
51-76	1.50	1.50
77-85	1.25	1.25
86-87	1.50	1.50
Annual 1-2	1.50	1.50
Annual 3	2.50	2.50
Special 1	2.00	2.00

WORLD'S FINEST COMICS
DC Comics
(1954-1986)

100	167.00	200.00
101	54.00	54.00
102	54.00	54.00
Tommy Tomorrow begins		
103-110	54.00	54.00
111	45.00	45.00
1st App. Clock King	45.00	45.00
112-120	19.00	19.00
121-124	19.00	19.00
125	19.00	19.00
Aquaman begins		
126-128	19.00	19.00
129	32.00	32.00
Joker and Lex Luthor App.		
130-140	19.00	19.00
141-150	10.00	10.00
151-155	9.00	9.00
156	48.00	48.00
1st App. Bizzaro Batman		
157-160	9.00	9.00
161	12.00	12.00
162-165	7.00	7.00
166	11.00	11.00
Joker App.		
167-169	7.00	7.00
170	10.00	10.00
Giant size		
171-174	7.00	7.00
175 N.Adams-a	9.00	9.00
176-177	9.00	9.00
178	4.50	4.50
179	5.00	5.00
180-187	4.00	4.00
188	5.00	5.00
189-196	2.50	2.50
197	3.50	3.50
198-199	45.00	50.00
3rd Superman/Flash race		
200-251	2.00	3.00
252-300	1.50	2.50
Limited Series		
1 S.Rude-a	6.00	6.00
2-3	5.00	5.00



WRATH
Malibu
(1994-Present)

1	2.00	3.00
2-3	1.95	1.95

X
Dark Horse
(1994-Present)

1-4	2.00	2.00

X-FACTOR
Marvel
(1986-Present)

1 L.Simonson-w	7.00	9.00
Beast, Cyclops, Iceman, and Jean Grey start		
2	5.00	6.00

2-4	5.00	5.00
5	4.00	5.00
1st App: Apocalypse		
6	3.00	6.00
7-8	3.00	4.00
9-10	3.00	7.00
11 W Simonson-a	3.00	5.00
12-14	3.00	4.00
15	3.00	5.00
16	3.00	4.00
17	3.00	5.00
18	3.00	4.00
19-22	2.00	4.00
23	3.00	6.00
1st App: of Archangel		
24	10.00	17.00
1st Full App: Archangel, Fall of the Mutants		
25	2.00	6.00
26	2.00	5.00
27-36	2.00	3.50
37-39	2.00	4.00
40 R Liefeld-a	3.00	8.00
41-42 A Adams-a	1.50	3.00
43	1.50	3.00
44-49	1.50	2.50
50 R Liefeld-a, T McFarlane cover	1.50	3.00
51-53	2.00	6.00
54	1.00	2.00
1st App: Crimson		
55-59	1.00	2.00
60	5.00	7.00
X Tinction Agenda		
61-62	6.00	7.00
63 W Portacio-a starts	6.00	13.00
64	3.00	6.00
65	2.00	6.00
66-67	5.00	8.00
68	4.00	10.00
69 W Portacio-a ends	2.00	5.00
70	3.00	4.00
71 S Stoman-a,P.David-w	3.00	5.00
New team: Havok, Madrox, Polaris		
Quicksilver, Strong Guy, and Madrox start		
[illegible]	3.00	5.00
[illegible]	2.00	3.00
[illegible]	3.00	5.00
[illegible]	1.00	2.00
[illegible]	1.00	4.00
[illegible]	1.00	2.00
[illegible]	2.00	6.00
[illegible]	4.50	6.00
[illegible]	3.00	6.00
[illegible]	3.00	4.00
[illegible]	2.00	5.00
[illegible]	1.75	3.50
[illegible]	1.25	2.00
[illegible]	3.00	4.00
[illegible]	1.25	1.25
[illegible]	1.75	2.00
[illegible]	2.95	2.95
[illegible]	1.25	1.25
103	1.50	1.50
Annual 1	2.00	5.00
Annual 2	2.00	4.00
Annual 3-4	2.00	3.00
Annual 5-6	2.00	4.00
Annual 7	2.00	3.00
Annual 8-9	3.00	3.00

X-FORCE
Marvel
(1991-Present)

1 R Liefeld-a	2.00	5.00
5 different cards in a bag: Cable, Cannonball, Domino		
Feral, Shatterstar, Sunspot, and Warpath start		
2	3.00	4.50
3-4	2.00	3.00
5-7	2.00	3.00
8-11	2.00	4.00
12	2.00	3.00
13-15	1.00	3.50
16	3.00	5.00
17-18	2.00	3.00
18-24	1.25	1.25
25	1.25	5.00
26-34	1.25	1.25
Annual 1	2.00	3.00

Annual 2	2.00	3.00
Annual 3	2.00	3.00
Annual 4	2.00	3.00

X-MEN
Marvel
(1991-Present)

1 Jim Lee-a starts	1.50	4.00
4 diff. covers that fit together		
1	3.50	5.00
Prestige edition		
1	2.50	5.00
1	1.50	5.00
2	2.50	5.00
2	2.50	5.00
Return of Longshot		
11 Jim Lee-a ends	2.50	5.00
11 Platinum	10.00	30.00
12-13	2.50	3.00
14 Art Kubert-a	3.00	5.00
15	2.50	3.00
16	3.00	5.00
17-22	1.50	2.00
23-24	1.25	2.00
25	5.00	6.00
25 Gold ed	30.00	30.00
26-31	1.25	1.25
32-33	1.50	1.50
Annual 1	3.00	3.00
Heroes For Hope Starring	4.50	7.00
The X-Men		
The Many Loves of Jean and Scott	2.95	2.95
Official Index To The X-Men	1.95	1.95
Phoenix	6.00	10.00
Limited Series, X-men: The 4th different ending	5.95	6.95
Survival Guide to the Mansion	1.75	1.75
X-Men Vs Dracula	3.00	3.00
Limited Series, X-Men and Alpha Flight (1998)		
1	3.00	4.00
2	3.00	3.50
Limited Series, X-Men and The Micronauts (1984)		
1-4	1.50	2.00
Limited Series, Spotlight on the Starjammers (1990)		
1-2	2.00	3.00
Limited Series, X-Men Vs. The Avengers (1987)		
1	3.00	5.00
2-4	2.50	4.00

X-MEN: THE UNCANNY
Marvel
(1963-Present)

1 J.Kirby-a starts	1900.00	2500.00
1st App. and start of the X Men: Beast, Cyclops,		
Iceman, Marvel Girl, and Prof. X. 1st App. Magneto		
2	700.00	1000.00
1st App. of The Vanisher		
3	300.00	400.00
1st App of The Blob		
4	225.00	300.00
1st App. Quicksilver, Scarlet Witch, and Toad		
5	150.00	225.00
6 10	125.00	180.00
7-9	125.00	165.00
11	110.00	165.00
1st App. The Stranger		
12	130.00	175.00
1st App. Juggernaut, Origin of Prof. X		
13	100.00	100.00
14	110.00	100.00
1st App. of Sentinels		
15	110.00	150.00
Origin of the Beast		
16	70.00	150.00
17 J.Kirby-a	70.00	100.00
18	60.00	100.00
19	50.00	80.00
1st App. Mimic		
20	55.00	70.00
21	45.00	70.00
22-27	45.00	60.00
28	65.00	75.00
1st App. of Banshee		
29-30	45.00	60.00
31-34	30.00	40.00
35 J.Kirby-a	50.00	70.00
1st App. Changeling, Spider Man App.		
36	30.00	45.00
37	35.00	40.00
38	45.00	60.00
39-40	30.00	40.00
41-48	20.00	35.00
49	20.00	50.00
50 J.Steranko-a	30.00	50.00
51 J.Steranko-a	30.00	45.00
52	28.00	42.00
53 1st B.W.Smith-a, h.com.cs	27.00	45.00
54 B.W.Smith-a	27.00	36.00
1st App. Alex Summers		
55 B.W.Smith-a	27.00	36.00
56-57 N.Adams-a starts	27.00	40.00
58	40.00	50.00



1st App. Havok		
59-63 N.Adams-a ends	30.00	40.00
64	30.00	42.00
1st App. Sunfire		
65 N.Adams-a	30.00	45.00
66	15.00	30.00
67-70	15.00	25.00
71-93	10.00	25.00
94	175.00	180.00
New X-Men begin, Banshee Colossus, Cyclops		
Nightcrawler, Storm, Thunderbird, and		
Wolverine begin		
95	45.00	55.00
Death of Thunderbird		
96-100	35.00	40.00
101	27.00	38.00
102-103 107	15.00	25.00
104	15.00	23.00
1st App. Starjammers		
105-106	15.00	23.00
108 J.Byrne-a starts	25.00	42.00
109	25.00	39.00
1st App. Vindicator		
110	15.00	20.00
111	17.00	20.00
112	12.00	20.00
113 119	10.00	15.00
120	21.00	25.00
1st app. of Alpha Flight in cameo		
121	[illegible]	40.00
1st full app. of Alpha Flight		
122	10.00	18.00
123 125	10.00	16.00
126	12.00	18.00
1st App. Kitty Pryde		
130	12.00	17.00
1st App. Dazzler		
131	12.00	17.00
132	12.00	17.00
1st App. White Queen		
133	12.00	17.00
134	8.00	17.00
Phoenix becomes Dark Phoenix		
135 138	8.00	14.00
137	8.00	14.00
Phoenix dies		
139	10.00	15.00
W. Howard [illegible] new costume, Kitty Pryde joins		
141	13.50	20.00
Alpha Flight App.		
141 J.Byrne a ends	17.00	24.00
1st App. Rachel Summers (Phoenix II)		
142	13.00	20.00
143	5.00	9.00
144 149 D.Cockrum a	4.00	7.00
150	4.00	8.00
151 156	4.00	5.00
157	4.00	6.00
158 D.Cockrum a	4.00	7.50
1st App. Rogue in X-Men		
159-161	4.00	6.00
162 D.Cockrum-a	6.00	10.00
163 D.Cockrum-a	4.00	6.00
164 D.Cockrum-a	4.00	6.00
1st App. Binary		
165 167	5.00	7.00
168	5.00	7.00
1st App. Madelyne Pryor		
169 170	5.00	7.00
171	5.00	10.00

Rogue joins		
172	5.00	7.50
173-175	5.00	6.00
176 J.Romita Jr.-a starts	3.00	5.00
177-179	3.00	4.00
180	3.00	5.50
181	3.00	4.00
Sunfire App.		
182-183	3.00	4.00
184	3.00	7.00
1st App. Forge		
185	3.00	4.00
186 B.W.Smith-a	3.00	5.00
187-192	3.00	4.00
193	3.00	7.50
1st App. Warpath		
194 197	3.00	4.00
198 B.W.Smith-a	3.00	4.00
199	3.00	5.00
200	7.00	8.00
201	10.00	27.00
1st app. of Cable as baby Nathan		
202-203	4.00	5.00
204	4.00	6.00
205	8.00	18.00
1st App. Lady Deathstrike		
207	4.00	7.00
206,208-209	4.00	5.00
210	10.00	15.00
Mutant Massacre starts	8.00	14.00
211 J.Romita Jr. a ends	8.00	14.00
212	9.00	27.00
Sabretooth vs. Wolverine		
213	12.00	25.00
Sabretooth vs Wolverine		
214	3.50	4.00
215	3.50	7.00
Havok joins		
216	3.50	5.00
217	5.00	12.00
1st Mr. App. Sinister		
218	6.00	18.00
Sabretooth vs Wolverine		
219-224	4.00	5.00
225	7.00	9.00
Fall of The Mutants		
226-227	6.00	9.00
228-242	4.00	5.00
243	3.00	4.00
244	4.00	8.00
1st App. Jubilee		
245	3.00	5.00
246-247	3.00	4.00
248 1st Jim Lee-a on X Men	12.00	25.00
249-255	2.00	5.00
256 Jim Lee-a	6.00	8.50
257 Jim Lee-a	6.00	12.00
258 Jim Lee-a	9.00	13.50
259	4.00	6.00
260-264 Jim Lee-a	2.00	4.00
265	4.00	5.00
266	17.00	35.00
1st App. Gambit		
267	10.00	11.00
268 Jim Lee-a	14.00	24.00
Capt. America, Black Widow,		
Wolverine team-up flashback		
269 Lee	5.00	8.00
270 Jim Lee-a	6.00	13.00
X-Tinction Agenda begins		
271-272 Jim Lee-a	5.00	10.00
273 Jim Lee-a	4.00	8.00
274 Jim Lee-a	4.00	6.00
275 Jim Lee-a	5.00	10.00
276-277 Jim Lee-a	2.00	6.00
278-279	2.50	6.00
280	2.00	4.50
281 W.Portacio-a	3.00	5.00
New team, Archangel, Colossus, Iceman		
Marvel Girl and Storm begin		
281 2nd print	1.50	3.00
282 W.Portacio-a	2.50	7.00
1st App. Bishop		
282 2nd print	1.50	6.00
283 W.Portacio-a	5.00	9.00
284-285 W.Portacio-a	3.00	4.00
286 Jim Lee-a	3.00	4.00
287 J.Romita Jr. a	3.00	3.50
Bishop joins		
288	2.50	3.00
289-290	2.00	3.00
291 293	1.50	2.00
294	4.00	6.00
X-cutioners Song begins		
295	2.00	6.00
296 297	1.50	3.50
298 299	1.50	2.00
300 J.Romita-a	3.50	5.25
301-303 J.Romita-a	1.50	2.00

304	5.00	6.00
305	1.50	4.00
306 309	1.25	2.00
310	1.50	1.95
311	1.25	1.25
312 314	1.50	1.50
Annual 3	10.00	18.00
Annual 4	6.00	12.00
Annual 5	5.00	6.00
Annual 6	6.00	12.50
Annual 7	3.50	7.00
Annual 8	3.00	3.50
Annual 9 A.Adams-a	6.50	12.50
Annual 10 A.Adams-a	3.00	12.00
Annual 11	3.00	5.00
Annual 12 A.Adams-a	3.00	3.50
Annual 13	2.50	3.00
Annual 14	4.00	10.00
Gambit cameo		
Annual 15	3.00	7.00
Annual 16	2.50	2.50
Special 1 J.Kirby-a	30.00	45.00
Special 2	28.00	35.00

X-MEN 2385
Marvel
(1993-Present)

1	3.00	4.00
2	2.00	2.50
3	1.75	3.00
4-8	1.75	1.75
9	1.50	1.50

X-MEN ADVENTURES
Marvel
(1993)

1	2.00	5.00
2	2.00	4.00
3	1.50	3.00
4-9	1.50	2.00
10-14	1.50	2.00
15	1.75	3.00
TPB	4.95	4.95
2nd Series, Season II (1994-Present)		
1-5	1.25	1.25

X-MEN CLASSIC
Marvel
(1990-Present)

Formerly Classic X-Men 1-45		
1	5.00	10.00
2	3.25	4.00
3-4	3.25	4.00
5	3.25	6.00
6-9	3.00	3.25
10	3.75	5.00
11	2.50	5.00
12-15	2.50	3.00
16	2.00	3.00
17-18	2.00	5.00
19-34	2.00	4.00
35-38	2.00	2.00
39 Jim Lee-a	2.00	4.00
40-50	2.00	2.00
51-79	1.50	1.75
80-93	1.50	1.50
94-95	1.25	1.25

X-MEN THE EARLY YEARS
Marvel
(1994-Present)

1-2	1.50	1.50

X-MEN UNLIMITED
Marvel
(1993-Present)

1 C.Bachio-a	5.00	10.00
2	4.00	4.00
3	4.00	5.00
4-5	4.00	4.00

X-O MANOWAR
Valiant
(1992--Present)

0	6.00	10.00
0 Gold ed.	30.00	50.00
1 B.W.Smith-a	25.00	30.00
1st App. X-O		
2	16.00	25.00
3	10.00	22.00
4	10.00	45.00
1st App. Shadowman		
5	6.00	19.00
6	8.00	13.00
7	4.00	10.00
8	3.50	7.00
9-10	3.00	5.00
11	3.00	5.00
12	3.00	6.00

1st Randy Carter		
13	3.00	5.00
14 B.Sears-a	5.00	8.00
15 B.Sears-a	2.00	6.00
16 Pink Logo	12.00	15.00
16-18	1.75	3.00
20-24	2.25	2.25
25	3.50	3.50
26-29	2.25	2.25
TPB	9.95	9.95
TPB Blue Logo	15.00	25.00

XOMBI
DC Comics/Milestone
(1993-Present)

0	1.95	1.95
1	1.75	1.75

YOUNGBLOOD
Image
(1992-1993)

0	2.25	5.00
0 Gold ed.	35.00	75.00
1 R.Liefeld-a/w	4.00	19.00
1 2nd print	3.00	5.00
2	3.75	14.00
1st App Shadowhawk, 1st App Prophet		
2 Pink logo	6.00	10.00
2 2nd print	2.00	2.50
3	2.00	10.00
1st App Supreme		
4	1.75	4.00

YOUNGBLOOD: STRIKEFILE
Image
(1993-Present)

1	2.50	3.50
1 Gold ed	30.00	50.00
2	2.00	2.50
3-4	2.50	2.50

YUMMY FUR
Vortex/Drawn &Quarterly
(198-Present)

1	3.00	5.00
2-28	3.00	4.00
30-32	3.00	3.00



ZOMBO
Topps Comics
(1993-Present)

0	1.00	1.00
1-4	2.50	2.50

THE BEST CARDS MAG JUST GOT BETTER!!!



CARDS ILLUSTRATED

YOU DEMANDED IT! YOU GOT IT!

The hottest, slickest color cards magazine of them all is now ringing your doorbell! That's right, *CARDS ILLUSTRATED* is now available to you by subscription! If you want the inside news and previews of top secret stuff, then *CARDS* is the place to get the full scoop! Plus:

- Full-color, packed-in cards, prototypes, exclusives! You name it, we've got it!
- Incredible full-color exposes on the hot, new up-and-coming sets!
- Exclusive packed-in cards series like our Comic Book Rookie Cards!

Only *CARDS ILLUSTRATED* gives you exclusive previews, interviews with creators and companies, full-color art and accurate inside information on where the industry's going and who's hot! The people in the know go to *CARDS ILLUSTRATED*!

ORDER TODAY!

HAVE *CARDS ILLUSTRATED* COME RIGHT TO YOUR DOOR!

Get 12 issues of *CARDS* for only $29.95! Send payment to: *CARDS ILLUSTRATED*, P.O. Box 1445, Lombard, IL 60148-

Name

Address

City State ZIP

❑ Payment Enclosed ❑ Bill Me
Credit Card Orders: ❑ VISA ❑ MC

Card No. Exp. Date

Signature

For Faster Service, Call:
708-268-2498

Make check or money order payable to Warrior Publishing, Inc. Canada and Mexico add $10.00. All foreign subscriptions via air-mail only $100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

HHIG



HERO, DC COMICS & SUNSOFT'S SUPER HERO GIVEAWAY!



HOW TO ENTER:

Send a postcard with your name, address, and phone number to:
DC/SUNSOFT CONTEST (HERO #13)
1920 Highland Avenue, Suite 250
Lombard, IL 60148

BIG PRIZES!

RECREATE THE REIGN OF THE SUPERMEN!

1 GRAND PRIZE:
Nine gold or platinum edition comic books from DC Comics (Batman Sword Azreal, Batman #492, Gregory III, Static #1, Sandman #50, Superman #75, Hardware #1, Jonah Hex-Two Gun Mojo, and Superman #500), and four video games by Sunsoft (Death and Return of Superman, Batman: Return of the Joker, Superman, and Batman: Revenge of the Joker).

3 FIRST PRIZES:
Nine gold or platinum edition comic books from DC Comics (Batman Sword Azreal, Batman #492, Gregory III, Static #1, Sandman #50, Superman #75, Hardware #1, Jonah Hex-Two Gun Mojo, and Superman #500).

5 SECOND PRIZES:
Four video games by Sunsoft (Death and Return of Superman, Batman: Return of the Joker, Superman, and Batman: Revenge of the Joker).

12 THIRD PRIZES:
Superman video game by Sunsoft.

12 FOURTH PRIZES:
Batman: Revenge of the Joker video game by Sunsoft.

HERO ILLUSTRATED

SUNSOFT

DC ™

Contest Rules: 1. *No Purchase Necessary.* No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by August 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. Prizes. 1 GRAND PRIZE: Nine gold or platinum edition comic books from DC Comics (Batman Sword Azreal, Batman #492, Gregory III, Static #1, Sandman #50, Superman #75, Hardware #1, Jonah Hex-Two Gun Mojo, and Superman #500), and four video games by Sunsoft (Death and Return of Superman, Batman: Return of the Joker, Superman, and Batman: Revenge of the Joker). Grand prize is valued at approximately $425. 3 FIRST PRIZES: Nine gold or platinum edition comic books from DC Comics (Batman Sword Azreal, Batman #492, Gregory III, Static #1, Sandman #50, Superman #75, Hardware #1, Jonah Hex-Two Gun Mojo, and Superman #500). First prize is valued at approximately $225. 5 SECOND PRIZES: Four video games by Sunsoft (Death and Return of Superman, Batman: Return of the Joker, Superman, and Batman: Revenge of the Joker). Second prize is valued at approximately $200. 12 THIRD PRIZES: Superman video game by Sunsoft. Third prize is valued at approximately $50. 12 FOURTH PRIZES: Batman: Revenge of the Joker video game by Sunsoft. Fourth prize is valued at approximately $50. Winners will be determined at a drawing to be held on August 15, 1994. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. Odds of Winning. The odds of winning will be determined by number of valid entries. 4. Eligibility: Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a Liability/Publicity release within 30 days or forfeit prize. Employees of Warrior Publications, DC Comics, Sunsoft and their respective affiliates are not eligible. Neither Warrior Publications, DC Comics, Sunsoft or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of his contest or receipt of prize. 5. Winners List. For a list of winners, send a stamped, self-addressed envelope to DC/Sunsoft Contest Winners (HERO #13) 1920 Highland Avenue, Suite 245, Lombard, IL 60148. Requests for winners lists must be received by October 1, 1994. Allow 4 weeks for delivery of winners list. 6. *Restrictions:* Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Warrior Publications, DC Comics and Sunsoft.

The DC logo, all titles, character, and related elements are the property of DC Comics. TM & © 1994.

COMING YOUR WAY IN...

HERO ILLUSTRATED

Our Cover Feature:

BATMAN & PUNISHER: A Wicked Cool Cover From John Romita, Jr.

Considering these two guys have teamed up with just about everyone from Judge Dredd to Archie, you knew it was just a matter of time! But which Batman will be meeting which Punisher? *HERO* talks to Chuck Dixon and Klaus Janson about what happens when hair-trigger weapon-toting borderline psychopaths clash!

SPOTLIGHT ON: John Byrne

What becomes a Legend most? After years of doing a little bit—or a lot—of work for a lot of companies, John Byrne has settled in at Dark Horse, producing *Next Men*, *Danger: Unlimited*, and the brand-new *Babe*. Join *HERO* as we walk down the long path that's taken Byrne from *Space: 1999* to *Superman* to *She-Hulk*—and *beyond!!*

THE ZERO HOUR APPROACHETH

Last year, *HERO* gave you the first word on DC's biggest make-over project to date! Now, we offer the last word on what it's all about! Who will live? Who will die? Who will "never be the same?" Get the straight story from KC Carlson, Dan Jurgens, Mark Waid, Peter David, and the whole Zero Hour Zoo Crew !

A VERITABLE LOVEFEST WITH GARY GROTH!

As the head of the Fantagraphics empire, Gary Groth has published some of today's most unique and compelling comics: *Love & Rockets*, *Hate*, *Cud*, *Eightball*, *Naughty Bits*, and many more. As the publisher of *The Comics Journal*, he's ruffled more than a few feathers with his stiletto-sharp criticisms. Hear what this controversial publisher has to say about the state of comics and the future of Fantagraphics!

PLUS MUCH, MUCH MORE!

Paul Chadwick on the return of Concrete! Rick Veitch in dreamland! James Owen on *Starchild!* Regular features like *Pencils To Inks*, *Hollywood Heroes*, and *Go Figure*, plus Fact Files on Nightwing and Erica! Erica *who?* Pick up *HERO* and find out!!

DON'T BE LEFT OUT! · RESERVE YOUR COPY NOW!



Participating Retailers:

The following stores have provided pricing information critical to the development of the *HERO* price guide:

ACME COMICS
Greensboro, NC
ATOMIC COMICS
Mesa, AZ
BEYOND COMICS
Flagstaff, AZ
BOB'S CARDS & COMICS
Birmingham, AL
BOOK-N-MUSIC EXCHANGE
Louisville, KY
BRUCE'S COMICS
Santa Fe, NM
BULLET PROOF
Brooklyn, NY
CAPITAL CITY COMICS
Milwaukee, WI
CENTER FIELD CARDS & COMICS
Endicott, NY
CENTRAL CITY COMICS
Columbus, OH
CHAOS CITY COMICS
London, ENGLAND
CLAUDE'S COMICS & COLLECTIBLES
Hatboro, PA
COLLECTOR'S CORNER
Grand Forks, ND
COLLECTOR'S EDGE COMICS
Minneapolis, MI
COLLECTOR'S MAGE, INC.
Chicago, IL
COLLECTOR'S PARADISE
Honolulu, HI
COMICS ROOTS
Manchester Center, VT
COLLEGE OF COMIC BOOK KNOWLEDGE
Minneapolis, MN
COMIC ADVENTURES
Mansfield, OH
COMIC BOOK WORLD
Florence, KY
COMIC CARNIVAL
Indianapolis, IN
COMIC KINGDOM II
St. Claire Shores, MI
COMIC WORLD
Winnipeg, Manitoba, CANADA
COMICS UNLIMITED
Letchworth, ENGLAND
CP COMICS
Evanston, IL
CREEPY COMICS
Pico Rivera, CA
DUNGEON BOOKS & COMICS
San Antonio, TX
EINSTEIN COMICS
Rowlett, TX
EMPIRE COMICS
Rochester, NY
EXCALIBUR COMICS, CARDS & GAMES
Shreveport, LA
FUNNY PAGES
East Brunswick, NJ
FUTURE DREAMS
BURNSIDE
Portland, OR
GALESBURG CLUBHOUSE
Galesburg, IL
GENERAL STORE
Sweetwater, TX
GEPPI'S COMIC WORLD
Baltimore, MD
GOLDEN APPLE COMICS
Los Angeles, CA
GOOD STUFF
Honolulu, HI
GRAHAM CRACKERS COMICS
Downers Grove, IL
GRAHAM CRACKERS COMICS
Naperville, IL
HAWKEYE'S COMICS
Springfield, OH
HEROES AREN'T HARD TO FIND
Charlotte, NC
HEROES COMICS
Hurst, TX
HEROES FOR SALE
Penn Yan, NY
HEROES IN PARADISE
Honolulu, HI
HEROES WORLD
Levittown, NJ
HI DE HO COMICS & FANTASY
Santa Monica, CA
HIT & RUN
Las Vegas, NV
HOBBY HORSE
Decatur, IL
HOME RUN CARDS & COMICS
Solon, IA
HOT COMICS & COLLECTABLES-WEST
Minneapolis, MN
KEN'S COMICS
San Antonio, TX
LEGENDS COMICS
Paducah, KY
LEGENDS & LORE INC.
Altamonte Springs, FL
LITTLE LOUIE'S COMICS
Columbia Station, OH
LORESTONE
Brooklyn, NY
M & M COMIC SERVICE
Orland Park, IL
MAD CAT COMICS
Kalamazoo, MI
MARPLE COMICS II
Princeton, NJ
MOONSHADOW COMICS
South Portland, ME
NEW DIMENSION COMICS
Evans City, PA
NEW ENGLAND COMICS
Quincy, MA
NEW QUEST COMICS
Lynchburg, VA
NEW WORLD COMICS & GAMES
Oklahoma City, OK
OAK LEAF COMICS
Macon City, IA
PAPER HERO COMICS
Chino, CA
PAPER HEROES 1
Lake Charles, LA
PEN COMICS
Beech Grove, IN
POWER HOUSE
Round Lake, IL
PSYCHO'S COMICS & CARDS
Seattle, WA
SHOWCASE COMICS
Bryn Mawr, PA
STEVE'S COMIC RELIEF
Lawrenceville, NJ
SPORTS FEVER
Arvada, CO
THE COMIC CO.
Decatur, GA
THE COMIC STRIP
Birmingham, AL
THE COMIC STRIP #1
Pelham, AL
THE COMIX STRIP
Cape Girardeau, MO
THE GATE KEEPER
Topeka, KS
THE GREAT ESCAPE
Nashville, TN
THE GREAT ESCAPE
Louisville, KY
THE NOSTALGIA ZONE
Minneapolis, MN
TIME TUNNEL
Castle Shannon, PA
A TIMELESS JOURNEY
Stamford, CT
TOMORROW IS YESTERDAY
Rockford, IL
TOP OF THE NINTH
Traverse City, MI
TRIPLE PLAY CARDS, COMICS & COLLECTIBLES
S. Charleston, WV

HERO extends a special thank you to all of our price guide participants. *HERO* now receives information from over 50 different stores throughout the United States, making the *HERO* price guide one of the most accurate listings of comic book prices now available.

SUBSCRIBE TO EGM

AND RECEIVE 12 INCREDIBLE ISSUES & Q-LETTER!

LIMITED TIME OFFER! ACT NOW!

Each big full-color issue of EGM is packed with In-Your-Face information and exclusive coverage of the hottest video game action you can find.

EGM is the only mag loaded with special pull-out strategy guides, killer maps and super secrets that will send your scores soaring!

You find all this and more only in the Biggest and Best video game magazine! Be the first to get every action-packed page delivered to your door by subscribing today!



SPECIAL QUARTERMANN CHEAT SHEETS FREE!!

Now you can learn more about the video game industry than ever before with a subscription to EGM! Bound-in with your special copy of EGM you'll find an incredible game cheats from the guru of gossip - Quartermann - at no additional charge! As a subscriber, you'll have access to information so provocative it can't even get into EGM! Only Quartermann can deliver this kind of info. Don't miss out!

SAVE LIKE A PRO! SUBSCRIBE TO EGM!

BECOME A VIDEO GAME V.I.P. & GET 12 ISSUES OF EGM & Q-LETTER!

Get 12 issues of EGM plus Cheat Sheets for the special reduced price of $28.95!
Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

12 Issues Only $28.95!



Name _____
Address _____
City _____
State _____ ZIP _____
_____ Payment Enclosed _____ Bill Me
Credit Card Orders:
_____ VISA _____ MC
Card No. _____
Exp. Date _____
Signature _____

For Faster Service, Call Toll-Free:
1-800-444-2884

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All foreign subscriptions via air mail only $100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

HHIF3

THE FINAL WORD

Normally, we would put a picture of Keith Giffen here, but word is that he firmly believes that every time a picture is taken, a little piece of your soul is taken with it. Either that or we forgot to remove the lens cap.

I'm probably going to disappoint a lot of people here. Y'see, the primary function of these end-of-the-issue guest commentary columns is to provide a forum for various creators to rant and rave and piss and moan about everything from the current state of the market to the latest reasons why Todd McFarlane should be put to death. Believe me, the temptation to do just that was there. I can crank up self-righteous indignation with the best of them!

But somehow my heart just wasn't in it this time around. Let's face it, you've heard it all before and the odds are you've probably got better things to do than listen to me squeal like a stuck pig. So ... let's try something different, eh?

The common consensus out there is that the comic book market is, and I quote, "turning back into a reader's market" (Which, when you think about it, is like saying that TV is turning back into a viewers' market ... duh!). Now correct me if I'm wrong, but it seems to me that if that's the case, the comic book companies are going to need good, solid, story-driven books that hook the reader through content and creative teams capable of providing more than surface glitter.

Bearing that in mind, and as a public service to the various publishers, I offer (in no particular order) the following list of creators who, to my way of thinking, belong in any company's "must-have" file:

Howard Chaykin: One of the truly unique voices in comics. Consistently entertaining story lines guaranteed to provoke some kind of a reaction. I've never walked away from one of Howard's books feeling cheated.

Colleen Doran: Check out *A Distant Soil*, then just imagine what she could do if given that kind of creative freedom on a "mainstream" title [*ED. NOTE—By an amazing coincidence, you can also check out page 78 of this very issue for more on the delightful Ms. Doran*].

Tom and Mary Bierbaum: Writers of the most natural-sounding dialogue in comics. In a field filled to overflowing with angst-ridden story lines, their lighter touch is like a breath of fresh air.

Jo Duffy: Quite possibly the best-kept secret in comics. Good, solid, no-nonsense storytelling. Works for me.

Robert Loren Fleming: Again, good solid storytelling (Are we detecting a theme here?). A creator who's not afraid to play out new ideas. From *Thriller* to *Ragman*, Fleming is a writer able to give each project he works on a distinctive feel. No mean feat in a market that seems increasingly geared toward homogenization.

Uh-oh. The bottom of the page is coming up fast and I haven't even gotten to Al Gordon, Dan Spiegle, Paul Levitz, Steve Mitchell ... hmmm, more than I thought.

Oh, and if this listing seems slanted toward creators I work with on a regular basis ... I guess I'm just one jump ahead of the publishers. But, y'know, I've got a feeling that I won't be for long. ▲

(Keith Giffen is the brain—to use the term loosely—behind both Ambush Bug *and* Trencher*. His other credits include* The Legion of Super-Heroes, Lobo, The Heckler, Invasion, Mars Attacks, Victory, *and the intentionally funny issues of* Justice League America.*)*

Commentary by Keith Giffen



THE ULTIMATE PROTECTOR FRAME FEATURES:
• NOW IN BLACK • Acid free • Ultraviolet protection • Self-hanging • Hard plastic front & rear • No bags, boards or screws • A must for your best books • Sizes for all comics or trading cards • Available from your local stores • MADE IN USA • Used by Clive Barker, Stan Lee, Rob Liefeld, Todd McFarlane, Jim Shooter, Jim Valentino and many other professionals

AVAILABLE AT YOUR LOCAL COMIC & CARD SHOPS
For further information call: 1-800-277-7325

YOUNGBLOOD™ AND © 1993 BOB LIEFELD. ALL RIGHTS RESERVED. PHOTOGRAPHY BY IMAGE CREATIONS, SAN DIEGO. © 1993 MLB. © 1992 THE SPORTING NEWS PUBLISHING CO. © 1993 VARIOUS PLAYERS UNDER LICENSE AUTHORIZED BY CLOTH MANUFACTURERS ASSOCIATION GROUP, INDIANAPOLIS, IN. © 1993 CARDS INKWELL. AND 1993 EXCLUSIVELY BY WIZARDMEDIA, INC. TO PURCHASE THE CONLON COLLECTION™ CALL WIZARDMEDIA AT 215-675-1135. SHOWCASE SEALER LOGO IS A REGISTERED TRADEMARK OF SHOWCASE SEALER ENTERPRISES, USA INTL. PATENTS PENDING. ALL RIGHTS RESERVED.



TM & © 1994 Marvel Entertainment Group, Inc. All rights reserved.